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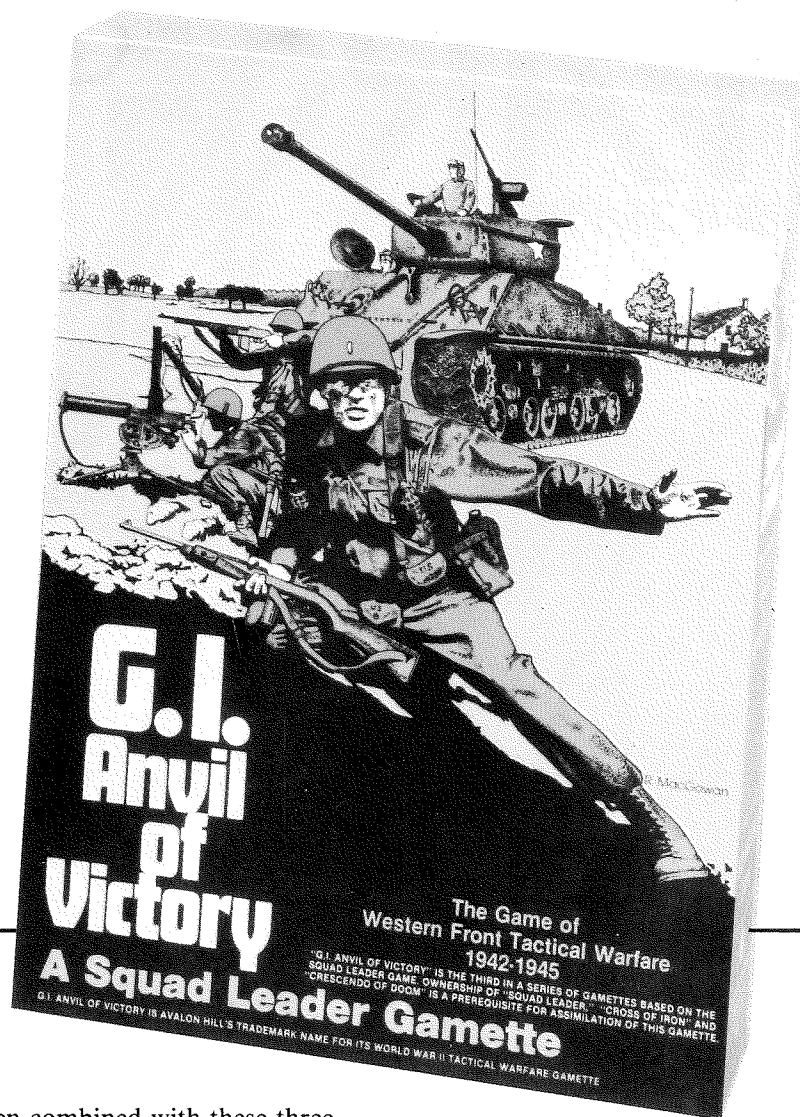
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July 1, 1863



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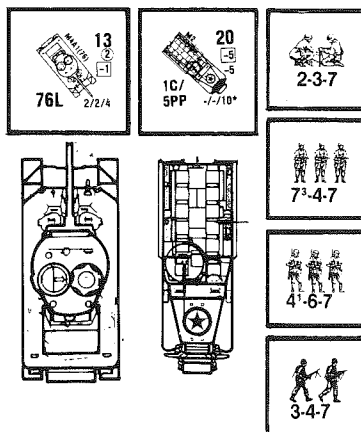


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Editorial Issue 25

THIS issue we have three articles on our own games – *Decision at Kasserine* and the forthcoming *Kirovograd*, *Army of the Potomac* and *Army of the Tennessee*. Fear not! This is not the first step towards becoming a 'house' magazine, simply that the appearance of three of our new style bookcase games, the forerunner we hope of many more, is an important moment for 3W, and potentially for the hobby. Combined with our planned monthly *Wargamer* schedule, the bookcase series will make us the most prolific publisher of historical games: at 18 games a year we'll be producing perhaps 25% of all new historical titles. The planned monthly schedule (from July) will enable us to review all new historical games, as well as keep you abreast of hobby news. We will continue the policy of balancing the coverage of large companies and small, and of our own games and those from other companies. Generally, there'll be two articles on 3W games, with an emphasis on issue games, as these will be owned by most readers.

designers

As regular readers will know, 3W have no 'in-house' designers. This was originally dictated by our origins as a one man "bootstrap" operation, but has evolved into a matter of deliberate policy. Once you have a set of in-house designers, you must get a certain degree of productivity out of them irrespective of how creative (or otherwise) they feel. By insisting on all our designs being 'out house' we ensure we get only the games designers *want* to produce, when (within broad limits) they want to produce them. We avoid, for example panzer specialists being asked to develop medieval games. It also means our potential design pool is the total number of designers in the world. Which is the point of this editorial. If you have a design you'd like to see published, or an idea for a game you intend to design, we'd like to hear from you. For an issue game there should ideally be no more than 200 counters, though this is not an absolute (last issue's *Lawrence of Arabia*, for example, had 240), for a separate boxed game the upper limit is 400. No game should have a mapboard larger than 34" x 22", and this is an absolute. There is no restriction as to subject, provided it's historical. Payment is from \$500-\$1000 on publication of an issue game, plus 2½% (of retail price) royalty on boxed copies sold. Non-issue games receive a straight 2½% royalty – on a much longer print run, of course, than the boxed versions of the issue games.

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THE WAR GAMER

ISSUE 25

\$7.95

4. Kirovograd



Players' and historical notes from Jack Radey, designer of 3Ws *Kirovograd*.

8. Designing Mr. Lincoln's War

Design notes from Mark McLaughlin for his complementary new games *Army of the Potomac* and *Army of the Tennessee*.



17. Kinds of Untruth

Is the "tankee" a myth? Jim Hind analyses the games ratings and comes to some surprising conclusions.

18. AN INTERVIEW WITH CHARLES ROBERTS

Jack Greene talks to the man who started it all

G1.Never Call Retreat

The game this issue is George Schandel's elegant design covering the first day of the battle of Gettysburg. Easily playable in one sitting, the game combines simplicity of mechanics with subtlety in application. It is the first of a series of Civil War battles using this system.

31. Decision at Kasserine



Keith Poulter and Andy Bagley test out theories in a *Replay* of 3Ws *Decision at Kasserine*.

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Donald Mack reviews Mayfair Games' *Red Star Falling*

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KIROVOGRAD★



Player's Notes from designer Jack Radey

PLAYER'S NOTES

THE game of *Kirovograd* breaks down into three distinct phases. First there is the individual Soviet assault, to break through the German line and commit their tank and mechanized corps towards their objectives. This normally lasts no more than two days, possibly less. If the Germans can prolong it more than that, without taking prohibitive losses, they are probably well on their way to a victory against an indecisive or unlucky opponent. This first phase will see many Soviet formations under Assault orders, at least during daylight turns, much use of Soviet artillery, and an enormous expenditure of supply points. The Soviets must concentrate their resources on a few limited sections of the German front and must seek to maximise their chances of making a penetration. Tank and mechanized formations must be weighed, how many to commit to the main attack to make the breakthrough and how many to hold in reserve to exploit the breakthrough? Commit them too heavily in the first echelon and risk burning up much of your mobile assets before the mobile battle begins. Commit too few of them and see them chewed up while the Germans just roll away from your punch. Plan it out carefully and be bold and decisive. Go around obstacles where possible, but where you have to fight, give it as much as you can throw against it.

For the German player, this phase of the battle will be the nervous climax of the game – how the hell can I hold out against this surging enemy mass? Mostly by keeping most formations under mobile orders, allowing them to roll with the punch; and by judicious use of artillery, headquar-

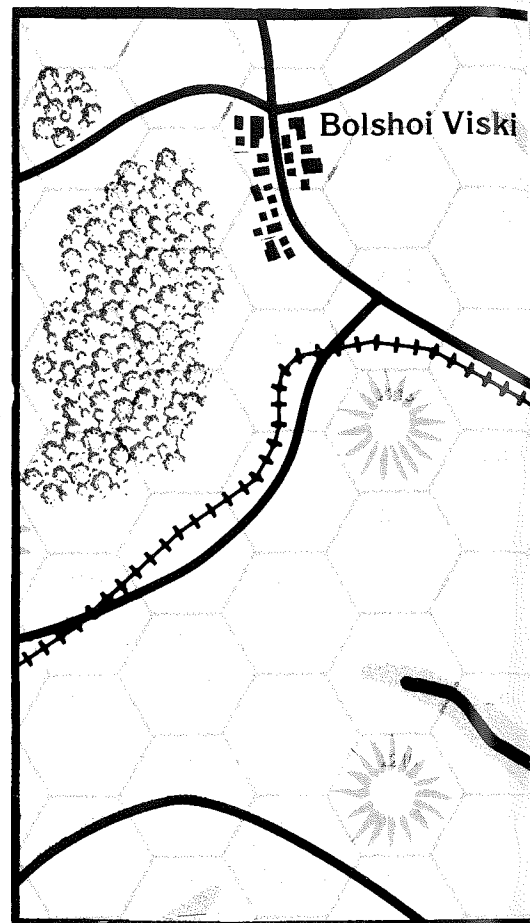
ters, and air support to breakup the most crucial Soviet assaults, and through the use of reserves and dummies to confuse and bluff your opponent. A Panzer Division or large *kampf gruppe* poised in reserve on a good road net can force an attacker to pause and consider what would happen if it were committed into the teeth of an attack on a seemingly weak position. But unless you are very good, your opponent very bad, or the dice are positively beaming at you, the time will come when to avoid being chewed up piecemeal you simply have to bag it, abandoning whatever ground and/or surrounded rearguards you must, and get back to Kirovograd and what ever defenses can be put up in or behind the Dederovka gap.

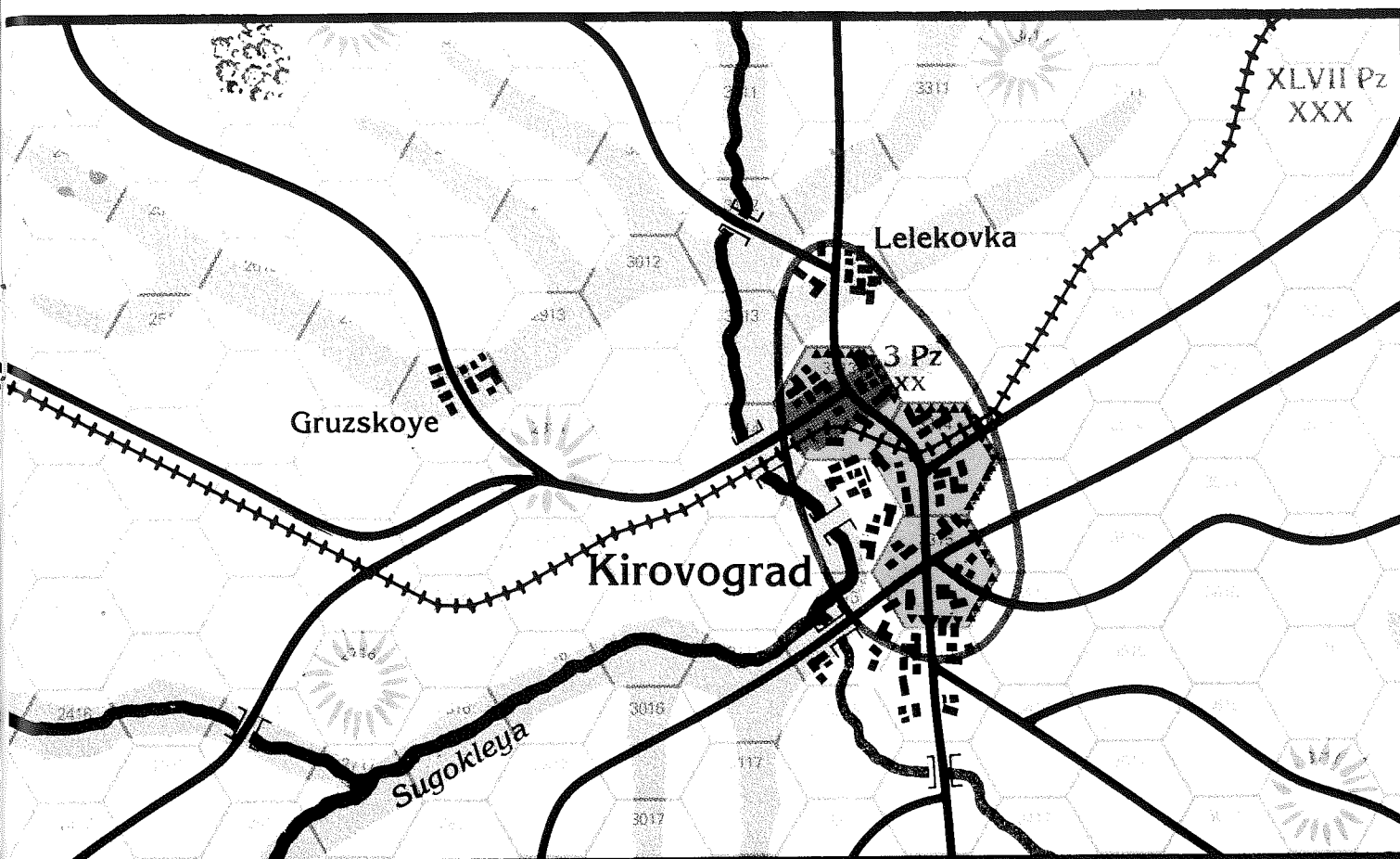
At this point the second phase begins. The Soviets are faced with the classic problem, cut in and encircle the pocket tightly and in the process forego the deeper possibilities, or go long, depending on the infantry and artillery to eliminate whatever has been bypassed. The Soviet player at this point will be looking at a small and decreasing number of supply points, and will be shutting down his flanking infantry formations into defensive orders to conserve on supply. Some must be hoarded for future artillery needs, as well as sufficient amounts to keep his mobile formations mobile. This is the time, if ever, to cut a few tank or mechanized brigades loose to roam the German rear, looking for airfields and supply dumps. Now is also the time to begin glancing nervously towards the southern map edge, wondering when those panzers are going to start showing up.

The second phase for the German player will be probably the first glimmer that the game is not going to be over in a few minutes. Depending on the success and direction of the initial Soviet as-

saults, the questions the Germans must resolve are how badly have they been hurt so far, can Kirovograd be held at least for a few turns to deny the Soviets the points for taking it early (but remember it is hardly worth losing a couple of divisions over, their loss will make the Germans chances of a successful counterattack in the latter portion of the game slim indeed. This is the time to keep your formations mobile, probably fall back in the north and attempt to hold in the far south, unless the main Soviet effort has proceeded this way, in which case get out of its way. This is also the point in the game where the Germans, hard pressed as they are, should be thinking in terms of tactical counterattacks to blunt the Soviet offensive, pick off isolated Soviet units, discourage the Soviets from getting too enthusiastic about deep raiding, and, most important, mess with your opponent's mind. Attack in the first combat round and then scurry back to good defensive positions in the second movement round. Get those air units based on the board off as soon as it looks like the T-34s are out hunting for them (but are those only dummies?). The Soviet mobile formations may have taken some losses by this time, but will probably still be powerful, don't take them on head on but peck away at them if they disperse.

The third phase of the game develops as the Soviet advance comes up against the limits of supply and their ability to stretch infantry flanks to cover what they have taken. Of even greater significance will be the arrival, sooner or later, of Gross Deutschland and Totenkopf SS, as well as Korps Gruppe A and, just possibly if the Soviet player likes to live dangerously, Viking SS. If not hurt too badly in the first and second stages of the battle, the Germans should now initiate a mobile battle if possible and if necessary multi-division counter attacks to defeat the Soviet mobile forma-





tions and then force back the Soviet advance.

While the Soviet player does not know exactly when the German reinforcements are coming, he does know that they will arrive sooner or later, and from the south most likely, and that they are fairly powerful. Now is the time for the roles to reverse, with the Soviets putting up a wall of infantry formations on Defensive orders, backed by artillery (if supplies for them are available) and with what remains of his mobile assets on reserve behind the front ready to reinforce the point under attack and to counter attack any enemy penetrations. If honors have been about even in the early going, things can go right down to the wire now, as the weary, depleted and undersupplied forces of each side grapple for the last victory points.

Of course, there are alternative strategies that can cause the game to flow along other lines, for example a Soviet attempt to crack the German front with a minimum of assault and artillery support, saving supply for the storming of Kirovograd and for the mobile battle to follow. Both sides have the ability to maneuver their mobile formations widely, using dummies to cover their displacement and befuddle their opponent. The Soviets may attempt to encircle Kirovograd, or concentrate to steamroller it, or ignore it entirely and reach for the distant objectives, while the Germans may concentrate on the Soviet flanks and attempt to slash their way through a weak point in the infantry flanks and drive across the Soviet communications lines and among their artillery.

Tactical Hints

This is a game that is easier to lose than win. The Soviet player can effectively lose the game in a few turns by putting every formation under assault or-

ders and firing every artillery unit at every available opportunity. By about turn three, he runs completely out of supply points and is forced to put all of his formations on the defensive throughout the middle portion of the game in order to have enough to fight off the German reinforcements in the end game. Oh sure, those first few turns will be a nightmare for the Germans, and he will take his losses, but when it stops, the rest of the game will be his. Similarly, the German can lose pretty quickly, simply by putting most of his army on Defense. But why, isn't that the correct thing to do when defending? Yes, and no. It will negate the Soviets assault shift, and will probably provide for a certain element of surprise, which may cost the Soviets some losses, but it will destroy the German army in about two turns. Without the ability to retreat rather than take losses, the Germans will find themselves in an attrition battle, and quickly their units will dwindle and then vanish, never to reappear. Defensive orders should be issued only to formations that either absolutely have to have another defensive shift, or are unlikely to be attacked during this turn, or as an occasional surprise to keep the Soviets honest. One other decisive disadvantage to the defensive mode is the inability to maneuver, so that if the Soviets gain the initiative and the German finds it necessary to roll his line back, units with defensive orders will either have to be abandoned or other units stick their necks out to cover their flanks. One good place for defense is on the extreme flanks, where attack is less profitable for the Soviets and where their strength is likely to be sufficiently weak that an additional shift may be decisive and avoid retreats or losses.

When beginning the game, the German player may get the feeling that he is on the losing side of a badly balanced game. If he is playing competently

and getting the maximum out of his available resources, he should stand a good chance of getting the game under control in its latter phases.

The game requires some concept of military principles, determining your objectives and concentrating all available resources to achieve them, etc. The use of formations should encourage the players to try to think in terms of corps and divisions, and not try to analyse the board a counter at a time.

The real tactical nitty gritty, the use of reserves, artillery and headquarters support, how to get the best out of a mobile formation, all the clever things you can do with dummies (put a stack of them in reserve behind your most threatened front, and watch your opponent stop smiling), the relative merits of using all your air assets in a combat round as opposed to rationing them to be sure of some air support in all of them, whether to exploit boldly or to take the more deliberate approach, well bunky, that's up to you to find out. Carefully acquaint yourselves with the combat options matrix, the restrictions and abilities involved with each type of orders, the supply rules and if you want to play the game rather than being played with by it, you had better plan your supply expenditure carefully *in advance*. Also carefully check out the ZOC Chart, ZOCs in this game are able to fluctuate considerably, and when you set up a front line, be fully aware of the implications of the ZOC rules. An uncovered ravine leading through your position is an open invitation, and remember to plan for it being night every other turn, and note that that loosens up the old ZOC unless it is locking.

Historical Notes

The battle of Kirovograd was one of a series of titanic struggles that raged along the right bank of

ORDER CHART

Order	SP cost	1st Move	2nd Move	Air Support	Artillery Support	1st Combat	2nd Combat	Advance
Assault	G = 2 S = 3	Full	2 hexes	G&S	G&S	A + 1	A + 1	1 hex, mandatory
Defense	1 if any unit is involved in combat	1 hex	1 hex	G&S	G&S	D + 1	D + 1	No
Mobile	1	Full	Half	G only	G only	Only 1 combat per turn		Full
Retreat	0	Full	Full	G only	No	Yes	Yes	Full
Pursuit	1	Full	Full	G only	G only	A - 2 D - 1	No attack D - 1	Full, mandatory
Reserve	0	Half	No	No	No	No	No	No

Units in Reserve may move and fight normally once committed.

If committed during their second move, they move their full movement allowance no matter what their orders are.

G = German A + 1 = 1 shift to the right if attacking D + 1 = 1 shift to the left if defending
S = Soviet A - 2 = 2 shifts to the left if attacking D - 1 = 1 shift to the right if defending

the Dnepr river from the fall of 1943 through almost until spring of 1944. In a continuous violent spasm, the Red Army first drove the Germans across the broad river, then assault crossed the river from the march, then fought to hold and expand its bridgeheads and drive south and west to clear the Ukraine of the invader. Stripping division after division from the western (inactive) front and from central Germany, the Nazi command flung one panzer division after another into the flanks of the advancing Soviet spearheads. More than once the T-34s retreated with serious losses but they came on again, with both sides seeing the formations that had been so well manned and filled out in preparation for the great summer battle at Kursk, now sadly depleted and running at an average of one-third of their proper strength.

By the beginning of January, 1944, the bridgeheads across the Dnepr had expanded until in only a few places did the Germans still maintain a toehold on the river bank. One such salient reached the river at Kanev. To the north and west of this bulge was the Soviet 1st Ukrainian Front, stretched in three different directions. On December 24, 1943 the Front had unleashed a powerful offensive driving south, headed for Uman and Vinitsa.

On the other side of the Kanev salient stood General Ivan Konev's Second Ukrainian Front. Having just concluded the bloody battle for Krivoi Rog with its left (south-east) flank, Konev prepared now to hurl his right flank across the base of the Konev salient, and after taking the important industrial city of Korovograd, to drive to link up with the left flank of 1st Ukrainian Front, thus cutting off a substantial portion of Army Group South.

Field Marshal von Manstein had his eyes on the looming threat of 1st Tank Army of 1st Ukrainian Front, and was prepared to transfer the 3rd and 11th Panzer Divisions away from XLVII Panzer Korps and shift them over to III Panzer Korps of 1st Panzer Army to stop the Soviet thrust toward Uman. But before this could be done, Konev struck on January 5. A powerful Soviet artillery barrage silenced the German artillery, and with powerful tank support the Soviet 5th and 7th Guards Armies fell on the German 10th Panzer Grenadier and 2nd Paratroop Divisions, brushing them aside and allowing the Soviet 5th Guards Tank Army and two mechanized corps to advance

through the German front line and race towards their objectives across the Ingul River.

General von Vormann's XLVII Panzer Korps' front was ruptured in two places, leaving seven mile gaps in the corps' center and between it and the neighbouring LII Korps. The Soviet 53rd Army fought a running battle with 11th Panzer Division, honors being about even between it and the 5th Guards Mechanized Corps (detached from 5th Guards Tank Army and subordinated to 53rd Army; 8th Mechanized Corps being substituted for it). Immediately to the south, the 7th Mechanized Corps of 5th Guards Army swept past the 10th Panzer Grenadier Division and struck for Gruzkoie to cut off Kirovograd from the north. Behind it followed the soldiers of the 32nd Guards Rifle Corps, albeit more slowly. Von Vormann and the headquarters of the XLVII Panzer Korps had to beat a hasty retreat from Lelekovka to Malyi Viski to avoid being overrun or trapped in the pocket forming at Korovograd.

At the corps boundary of XLVII Panzer Korps and LII Korps, 5th Guards Tank army of General Rotmistrov tore through the 2nd Paratroop Division (which lacked artillery and was running about 600+ men per regiment, and had only two of these!) and headed for the Ingul. However, the German 13th Panzer Division quickly wheeled up to the vicinity of Gubovka and launched a series of limited attacks onto the southern flank of 29th Tank Corps. To maintain the rearward communications of the Tank Army the 29th pivoted south, to fight off 13th Panzer Division until the infantry of 7th Guards Army could come up and relieve them.

That left the 18th Tank Corps and 8th Mechanized Corps of the Tank Army to exploit the breach. 18th Tank Corps turned north west to attack Kirovograd, while 8th Mechanized faced the void; the German rear area devoid of large combat units, perhaps. Behind the 5th Guards Tank Army came the reserve of 5th Guards Army, 35th Corps, earmarked to build the inner encirclement wall facing Kirovograd from the south and southwest.

In the center, the 14th Panzer, 10th Panzer Grenadier, and 376th Infantry Division fell back into Kirovograd, joining the 3rd Panzer division there . . . so progressed the first 48 hours of the Soviet offensive.

During the night of January 6 the Soviet 18th

Tank Corps, with some infantry support, smashed into the southern suburb of Kirovograd, relentlessly driving the 14th Panzer Division before it. When the night's hurly burly was over, the 14th Panzer, 10th Panzer Grenadier, and 376th Infantry Divisions were pocketed around Lelekovka while 3rd Panzer Division, cutting through the gap between the Soviet spearhead (7 Mech Corps) north of the city and its following infantry, made it out of the pocket and linked up with 11th Panzer Division.

On the 7th, elements of the Panzer Division "Gross Deutschland" began arriving south of Federovka, followed by elements of the SS Panzer Division "Totenkopf". These forces and elements of 13th Panzer Division carried out a series of attacks on the 29th Tank Corps and the rear of the 18th.

On January 8th, 8th Mechanized Corps dispatched 67th Mechanized Brigade with its attached 83rd Tank Regiment on a raid to the northwest. Rolling unimpeded through Bolshaya Viski, the brigade proceeded up the Malya Vis ravine, surprising the HQ of XLVII Panzer Korps and a unit of Stukas based at the airbase there. Although the command group of the Panzer Korps got away, retreating to 8th Army HQ at Novomirgorod, all of its communications means, as well as all the Ju-87s caught on the airfield, were lost. Subsequent attacks from the air by other German air units including Rudel's famous tank busting unit shot up the mechanized brigade, and its survivors withdrew to the southeast.

Meanwhile the forces in the Lelekovka pocket were suffering from repeated attacks, air strikes, and increasing artillery fire as the Soviet artillery brigades had now displaced forward and registered in on the new targets. All attempts to break in to relieve them by the 3rd and 11th Panzer divisions, supported by the 905th Ferdinand battalion were unsuccessful. Finally on the night of January 9, a reinforced motorized battalion found a weak section of the Soviet ring, and the pocket force broke out along the ravine through Cruzskoie.

At this point the battle stabilized, the troops who had escaped the pocket re-establishing the front line by linking up with the group of panzer divisions striking up from the south. The 376th division had lost all of its transport, but preserved its artillery. The 10th Panzer Grenadier was decimated and reduced to the status of a Kampf

gruppe, while all other formations had taken serious losses. On the Soviet side, clearly all three mechanized corps, especially 8th which had started the battle the weakest of the three, had been badly damaged, while the infantry of both sides had also taken their lumps. Two factors worked to the Soviet's disadvantage in this battle. First, this was the last of the battles in which the T-34c was the primary Soviet tank. The newer and more effective T-34/85 with its more powerful gun and more efficient turret were just becoming available as replacements as this battle was being fought. On the German side, however, the long barreled MkV Panther had been basically debugged and in the open flat terrain around Kirovograd, it and the Mk VI Tiger and the various assault guns and tank destroyers armed with long 75mm and 88mm guns were able to take their toll at ranges where the T-34c simply couldn't effectively hit back. This caused the Soviets to rely to some extent on attacks at night and in the early morning fog where, while their artillery was less effective, their tanks were better able to close in on the enemy without suffering the ravages of their long guns.

The Soviets were also handicapped by some inefficiencies in air-ground communications, especially involving the armored spearheads, so that the less numerous Luftwaffe was able to have an important effect on the battle.

After the front stabilized on the 9th, the Soviets were forced back a little ways, and 8th Mechanized Corps had to fight its way out of near encirclement between Kirovograd and Rovnoye. North of Kirovograd, 5th Guards and 7th Mechanized Corps tried in vain to make a permanent breakthrough through the 3rd and 11th Panzer Divisions. Although repeated efforts were made between January 11th and 15th, all further attacks were stopped by German counter-attacks.

Meanwhile the attacks by 1st Ukrainian Front had been similarly counterattacked by fresh German panzer units and thrown back to twenty miles north of Uman. There would be no grand encirclement this time and both attacks were called off.

What were the real losses? That, as they say, is a good question. The German records claim that they possessed a bare 56 tanks and 109 assault guns between the five Panzer Divisions and five assault gun battalions (and one independent Panther battalion) available on the board at the beginning of the game. They do not discuss their own losses, or replacements, or the armored strength of the reinforcements that arrived during the battle. The strengths given seem to be a bit understated, and there is evidence of deception in the records themselves. One motive for this may have been to maintain local control over the use of these valuable resources; remember that 3rd and 11th Panzer Divisions were earmarked for transfer to 1st Panzer Army to block 1st Ukrainian Front's attacks.

At the same time, the Germans claim that they were attacked by 620 Soviet tanks (it is not clear if assault guns are counted in this). The details given for this would indicate that most of the Soviet tank units were running at full or better than their paper TO&E strengths. Of this total, the German ground forces take credit for knocking out 509 and the Luftwaffe a nice round 120. Wow, that's not bad shooting. (629 out of 620, which by the German arithmetic left 120). The Soviet's by contrast, insist that the Germans fielded 520 tanks and assault guns, and that the Soviet units attacking them had only 265 tanks and 127 assault guns, for a total of 392. The Soviets make no direct mention of the number of tanks they lost or the number they destroyed. They do however claim to have inflicted 50-75% casualties on five German divisions, some of them outside of the scope of this

game, but including 10th Panzer Grenadier and 376th Infantry Divisions.

It can be established that both sides were running units at from half to a third of their paper strengths during this period, although from time to time a freshly built up formation would be put into the battle, only to melt away rapidly. The German tank strengths seem to be low, but the Soviet estimate of over 500 is clearly too high. Perhaps up to 200 to start may not be too inaccurate. The reinforcements, 3rd SS Totenkopf and Gross Deutschland certainly were fairly strong formations, although fortunately the latter division was committed minus its Panzer Regiment, which at this point consisted of 80 Panthers! The German claims as to the strengths of the Soviet armor at the start of the battle and the losses they inflicted on them are clearly absurdly high, but the reality was bad enough without embroidery and it is clear that the 7 German Panzer and Motorized formations were able to defeat the 5 Soviet Tank and Mechanized formations that were thrown at them, primarily by their superior gunnery and communications which allowed them to maneuver more effectively. However, the Germans were forced out of Kirovograd and themselves took heavy losses.

With German attention firmly fixed at Kirovograd, the Soviets were to make a well camouflaged regrouping of their armor, so that when they struck two weeks later a bit north of the top edge of the game map, they were able to smash through German lines and link up with the 1st Ukrainian Front, forming the Korsun Pocket. Several lessons learned about fluid double envelopment operations at Kirovograd were implemented at the Korsun Pocket, including placing forward observation trucks equipped with radios with each tank brigade, allowing much more effective use of the Soviet's numerous fighter and ground attack assets.

GI: ANVIL OF VICTORY

Scenarios 91-100

Ten new scenarios to delight Squad Leader buffs. Officially designated numbers 91-100 by Avalon Hill, the Scenarios in this booklet cover an intriguing range of tactical situations, and use boards, counters and rules from the entire Squad Leader series of games.

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97. The Breaking Wave, The Ardennes, December 1944.
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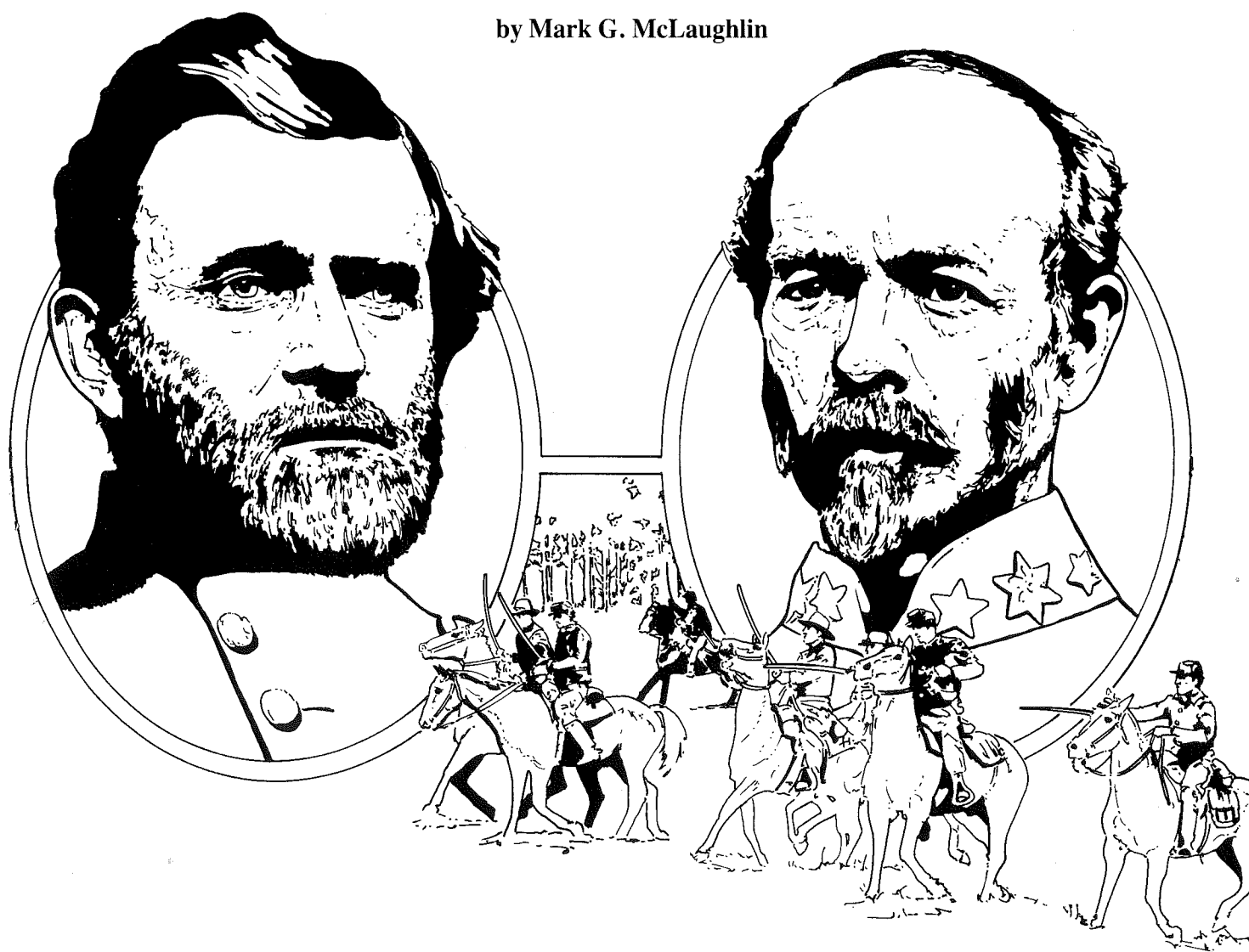
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DESIGNING MR. LINCOLN'S WAR

by Mark G. McLaughlin



The American Civil War was the largest and bloodiest conflict ever fought in the Western Hemisphere. It is also one of the most difficult to simulate, in part because of the scope of the war and vast area over which it was fought and in part because it is hard to find more than two people who can agree on how a game of that

war should be designed and what it should reflect.

The Civil War is one of those topics that most historians and wargamers have a strong opinion on, and these opinions all too often conflict. I first realized this seven years ago when, together with another writer, I wrote a book on the war (*Battles of the American Civil War*, Sampson and Lowe

Publishers, 1977). Bruce Catton, the dean of popular historians, told me as much in an interview I had with him the year before he died. As the editor emeritus of *American Heritage* magazine, Catton never ceased being surprised by – and often learned from – Civil War history buffs. Memoirs of famous generals, letters written by

combatants and reports filed by correspondents often conflict, and it takes a lot of research to find out how the war was fought.

Few writers of the period, or of the present day, have been able to remain unbiased, even if they started out objectively. Catton told me, when it comes to the Civil War. The same is true of wargamers. Although I tried to remain as objective as possible, for example, I have to admit that whenever I remember that my great-great grandfather, James O'Neil, was a captain in the 69th New York, Irish Brigade, I get an almost uncontrollable urge to burn Richmond.

The first step in designing a game, giving it a working title, often reveals that bias. My game system, for example, is called "*Mr. Lincoln's War*," and the two games that comprise it are named after Union armies: *Army of the Tennessee* and (great great grandad would be proud) *Army of the Potomac*. Why those names? Perhaps it has something to do with blue being my favorite color.

Other than the titles, however, I hope I have remained relatively objective. After four years of design, research, redesign, playtesting and rewriting (five drafts), I believe that *Mr. Lincoln's War* is a balanced approach to the war between the states and allows the players the greater possible flexibility in fishing the Civil War, whether you like managing a nation at war from the office of the President and Secretary of War or if you prefer to command an army in the field.

Strategic Decisions

The *Mr. Lincoln's War* (MLW) system is designed from the strategic level down to the grand tactical level. The rules do not push the players into the mold of a Lincoln or a Jefferson Davis, or force them to duplicate the strategies of a Grant or a Lee. Although the scenarios are, per force, simulations of individual campaigns (Vicksburg, Gettysburg, Shiloh, etc.) and have certain historic parameters within which the battles occur, the theater and grand campaign games are yours to fight however you wish, from June 1861 on. Short of the initial placement of troops and the specified time of arrival of leaders (and, in the theater campaigns, forces from the other theater of war), the conduct of the war is left up to the players.

As the commander of the Union or Confederate forces in the War for the East (Army of the Potomac theater campaign) or War for the West (Army of the Tennessee theater campaign) you decide not only where your armies go but the composition of those forces. Through manipulations of production points and force pools that are increased by drafts and volunteer call-ups, a player can build a mix of infantry, cavalry, river- and ocean-going units to meet the requirements of his strategy. MLW is a game of decisions, strategic and tactical, with as few limitations on strategy as possible. There are no bureaucratic command points or forced allocations of production.

This is not to say that a player can ignore history. A Confederate player in the strand campaign who, for example, strips Richmond of troops and sends them west to invade Indiana will find his production and rail capacity crippled and his political influence all but wiped out. By the same token, concentrating everything for a dash at Washington and leaving the West unguarded will result in a similar early demise of the Confederacy.

The Confederate player also has to worry about

two seacoasts (the Gulf and the Atlantic), the Mississippi River, and the Tennessee-Kentucky border area, which can prove to be a vital strategic link that, if unguarded, can give the Union player a path into the heart of the South. There is also the naval war (commerce raiders and blockade runners) for the South to consider as it tries to stretch its limited resources to cover all fronts and still keep forces for the counterattacks and the offensives necessary to hold the South together.

The Union player is similarly pressed, especially early in the war when he lacks the number and quality of leaders available to the South. Numerically superior and industrially stronger, the Union player has the burden of the offensive. He has to face the rebels on every front not only to keep them pinned down and scattered but to protect his own territory from raids and aggressive enemy commanders.

For the Union player, too, MLW is a game of options. He needs to allocate his production to build fleets to bottle up enemy harbors, chase commerce raiders and intercept blockade runners who bring vital production points into the Confederacy. Transports are needed to carry troops to invade the coast and take the ports. Ironclads are required to bull past the forts on the Mississippi, to escort the river fleets and their cargoes of men and supplies past the batteries on the rivers and to steam into the fortresses below New Orleans, Charleston, Savannah and Mobile.

Armies of infantry and cavalry have to be built to follow up the fleets and to strike inland where the navy cannot go, and sieze trains, rail repair units and pontoon bridges have to be constructed, moved and protected to keep the offensive going, for Time favors the Confederacy.

The strategic problems of running the first modern war or of directing an army in the field are resolved by a game system that allows a great deal of tactical flexibility.

The Map

Two games make up the MLW system. They can be played separately or combined together. There is one 22" x 34" mapboard for each game, and each hex is 12 miles in diameter.

The Western theater stretches from New Orleans to St. Louis and from Louisville to Atlanta; the Eastern map covers the territory from Cincinnati to Savannah and from there back up to Harrisburg. A border of off-board zones represents the peripheral areas of conflict and production, and includes Texas, Florida and Delaware and the non-hex portions of western Arkansas and the northern parts of Missouri, Illinois, Indiana, Ohio and Pennsylvania. A belt of sea zones (the Northern Ports, Chesapeake, Atlantic, Caribbean, Gulf and Overseas zones) where transports, warships, commerce raiders and blockade runners sail, patrol, hunt and evade blockades is also shown.

Time & Movement

Each turn is a month (except for the winter, when four months are compressed into two turns to reflect the lower level of military activity in that season).

Naval units can move at a speed of 50 movement points and thus cover several ocean areas or traverse long stretches of coastal/major river hexes. Each sea zone costs 15 movement points (with additional points to raid or load cargo); coastal hexes cost 2 points and major rivers can cost anywhere from one to five points, depending

on the presence of swamps, the direction of the current, and the type and damage status of the vessel.

Naval battles, which usually occur during movement, cost an additional five points. It also costs either one or three points to unload troops, depending on the hex.

Land units also have a generous movement allowance. Infantry can move up to 10 movement points and cavalry up to twelve, and each has the ability to try and force march up to six additional points. Leaders can move 20 points. Siege and Pontoon trains move only 3 and 4 movement points, respectively. Units can move up to 30 points by rail or as far as a naval unit can carry them, after which they can try and force march.

All of that movement, however, is modified by supply, terrain, leaders and, of course, the presence and aggressiveness of enemy units. In practice, units rarely move their full movement ability except behind the lines, and even then forced marching is difficult. As single die is rolled as a unit wishes to force march and that is modified by supply, winter (-3 to the die) and leaders. The resulting number is the number of extra movement points and, if the units are trying to force march more than 3 movement points, there is a 50% chance that they will "straggle," leaving a chain of units behind in each hex they enter by forced marching.

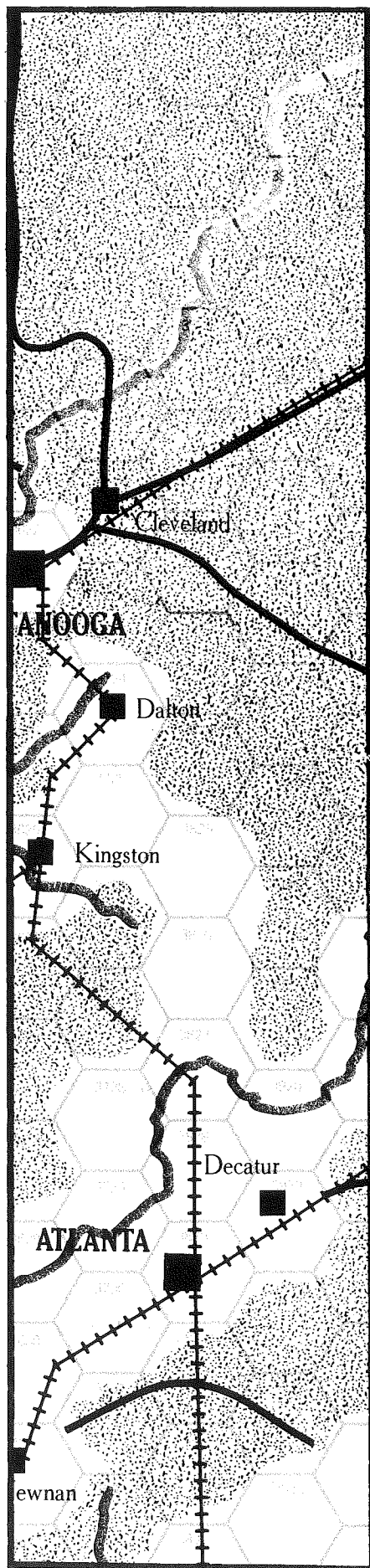
These limits are actually a bit lower than an army could accomplish in a month of straight marching, but the poor and often circuitous road network, the difficulty in supplying fast moving armies and all of the other exigencies of war - not to mention the exhaustion of the average foot soldier - kept movement below the maximum. The same limitations will also restrict the movements of the units under a player's command.

The daring cavalry raids and wide flanking movements, however, like Grant crossing to the far bank of the Mississippi and then cutting up behind Vicksburg or Lee sweeping up the Shenandoah into Maryland and Pennsylvania can be recreated. A player can plod forward, building fortified camps (entrenchments) along his route or he can try for the deep penetrations - Sherman burning Georgia on his way to the sea or Brass driving into Kentucky almost to the gates of Louisville. There are, of course, a number of ways for the enemy to turn that cavalier race into a disaster, and a player who advances heedless of the security of his rear will usually find his army strung out and dependent on a very tenuous line of supply that can easily be blocked or eliminated.

As in the Civil War, the rapid dash has to be planned, alternate lines of supply have to be set up and forces left behind and organized to protect the rear. This is not like driving panzers into France but more like dropping paratroops into Holland: it is easy to go a "bridge too far."

Leaders

Each side's ability to move, force march, engage in combat and recover morale is related to its pool of generals. There are 27 Union and 24 Confederate leaders in the game. Each side has a number of superior generals - valued at 2 - such as Grant, Thomas, and Sherman for the Union and Jackson, Longstreet and Albert Sidney Johnston for the South. There are cavalry generals valued at (2) for both sides - Sheridan for the Federals and Wheeler, Smith, Forest and Stuart for the Confederates. The Union also has a naval leader, Farrasut - value of (2) - and the Rebels have a defensive general - Joseph E. Johnston, worth a 1+.



The majority of the generals on both sides, and especially among the Union armies until late 1863, are average leaders valued at 1. Each side has a few poor generals – rated zero – including named personalities (the South's Polk and the Union's Butler, for example) and unidentified minor generals.

The Confederacy has the best general available to either army: Robert E. Lee, who is valued at a 3. Why is Lee better than the men who beat him or his own talented subordinates? Despite my Union ancestry, I believe that no other general of the period, on either side or either hemisphere could have done what Lee did. Outnumbered two to one or more and hopelessly outmatched materially, he defeated McClellan, brought the Union to the brink of defeat at Gettysburg and held Grant at bay for ten months in the trenches at Petersburg. To me, Lee is the greatest captain this hemisphere ever produced. It is a bias I am proud of, and his effect on movement, morale and combat reflects this.

Generals are available at the date on which they achieved command of an army, corps or large division and on which they exercised some independence. Thus although Sherman, Sheridan, Jackson and Longstreet, for example, were around from the days when the opening guns were fired, they do not enter the game until they achieved a high rank or an independent or semi-independent command.

There is an optional rule in the campaign games to allow for varied or chance arrivals of leaders, and for battlefield promotions so players can start the generals early and promote them to their full value when and if they prove themselves.

Vagaries of Command

Most gamers and historians agree that Civil War infantry rarely moved of their own accord in brigade or division sized components except as part of a corps or army formation.

The corps, or in the early days of the Civil War, the Confederate oversized division or the Union grand division/wing of two corps, were the basic units of maneuver. A lone division, as Napoleon discovered, could rarely hold its own in combat. Leaders represent the corps and army headquarters, staffs and lesser generals of division and brigade that enabled the Civil War armies to campaign.

Each leader can lead up to 10 strength points. Union Cavalry (after 1862) and Confederate Cavalry do not need leaders, but benefit from their presence. Infantry, however, require leaders to move them.

Each strength point is 2,500 men – a large brigade or small division. They can be grouped together in stacks as large as a player can accumulate, although it takes one leader to move each group of 10 strength points. Thus a stack of 30 points would need 3 leaders if all of the strength points were to move.

The superior generals – those rated (2), 2 or 3 – can always move and fight. The average and poor generals, unless stacked with AND accompanying the superior leaders, however, need a die roll of 1-5 or 1-4, respectively, to advance. If they fail to advance they can, however, fall back toward their supply lines and major cities. Thus, if Pope is in the middle of Virginia and Lee dashes past him into Maryland, regardless of what he rolls on the dice, Pope can march back to protect Washington and Baltimore.

There is no overall or pre-movement phase command roll. If you want to move a 0 or 1 point leader independent of a superior leader, you roll

for him. If he moves, you must move him before you move or roll for anyone else. If he does not move, he and the troops you specified were moving with him cannot move forward. They can stay where they are or fall back, and if so they must fall back immediately, before you move or roll for anyone else. A player who has several average/poor leaders in a stack can either roll for each one and move him separately (allocating a number of strength points to each leader before rolling) or designate one leader as the “commander” of the stack (in effect, the army commander). You roll for the commander. If he moves, they all can move with him. The leaders subordinate to the commander can accompany him or be dropped off as he moves but, in this case, cannot move off on their own. If he fails to move, nobody moves, except to go back.

A superior leader can bring a lot of inferior generals with him. Thus Lee, designated the commander of a stack of 30 strength points (75,000 men) is stacked with A. P. Hill and a “0” general. Lee does not need to roll to move, as he is a superior leader. Thus, the whole stack can move and, for example, invade Pennsylvania (as Lee did in the Gettysburg campaign).

The cavalry generals are superior generals for movement (and thus need not roll) and morale. In combat, however, unless half or more of the strength points committed to battle by that player are cavalry, they fight as average (1 point) leaders.

The Confederate defensive leader is a 1 point leader for movement and for offensive combat, but acts as a 2-pointer for defensive combat and morale. The Union naval leader is a 2-pointer only for amphibious combat and morale, and has no effect on land movement or purely land or purely sea combat (although he does add to the pursuit roll for naval battles).

Only superior leaders can voluntarily move out of supply. Average and poor leaders must remain in supply. If they start a turn out of supply, they must move to re-establish supplies (or have someone else set up a supply line for them) before they can continue normal movement, and cannot otherwise voluntarily move out of supply. If they are stacked with or adjacent to a superior leader at the start of the movement phase, however, they can move out of supply (like Sherman did cutting a path 60 miles wide through Georgia).

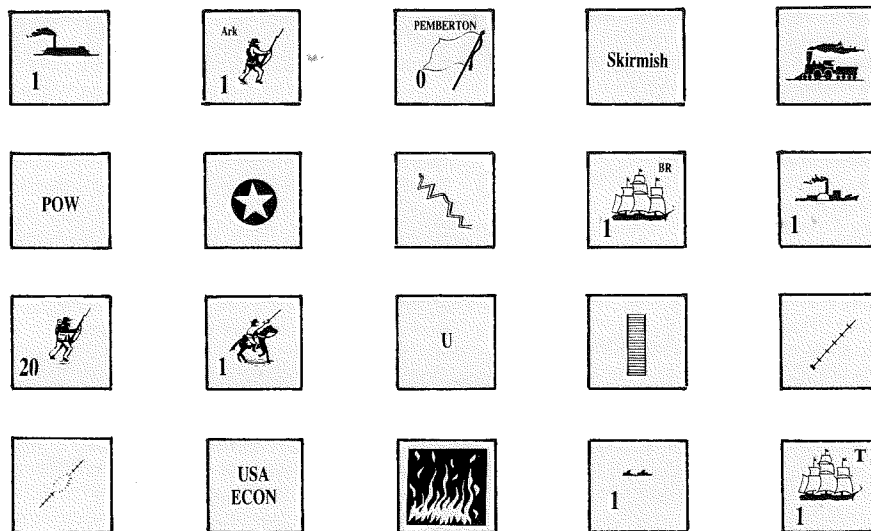
Leaders do not have to roll to use, nor are they required for other units who wish to use, rail or sea movement. Leaders are not required for combat, and leaders who are able to move do not have to roll for the ability to attack.

Leaders valued at 1 or more affect combat. The player chooses one leader in each combat and modifies the combat dice roll by that number in his favor. Leaders also help units recover morale, with each leader point recovering one point of lost morale.

Interception

There are no zones of control in *MLW*. A player is not rewarded for passively sitting and watching his enemy become entangled in an invisible web. As in the real war, in order to stop the enemy you have to go out and attack. This is called interception.

During the active player's movement phase, the inactive player has a limited ability to force units of the active player to cease their movement and engage in battle. If enemy units move within three hexes of a stack containing your cavalry, partisans or a leader valued at 1 or more, you can attempt to intercept. The basic die roll needed is a 5 or a 6. You can add the value of the leader being used, as



well as one point for cavalry, if any are present with the stack trying to intercept. One is subtracted if you must move two hexes to intercept.

The intercepting player may try to intercept units moving adjacent to his stack or, if they are not adjacent, he may move up to two hexes to become adjacent. This move may not cross mountains or unbridged major rivers.

If the interception succeeds, the intercepted and intercepting stacks cease their movement. The active player continues his movement phase, but no other units of either player may enter the hexes occupied by those two stacks. During the combat phase, the inactive player has to initiate combat in all of his interception battles. He must fight at least one round of combat, although he may withdraw or stand on the defensive in subsequent rounds. Although a player cannot make an interception at odds which would result in an overrun or automatic victory – usually 4:1 or more – (if he does his opponent just walks through him and does not stop his movement), a forlorn hope can be launched at low odds in order to buy time or stop a threatening flank march.

The active player can forestall interceptions, to some extent, by moving a stack up to an enemy stack and announcing that he will “pin” the enemy stack. This means he is committing himself to attacking that stack and must announce how many strength points will participate in the attack. If there are more defenders than attackers, the extra defenders can still intercept, but the other defenders must remain behind to face the attack.

Since there are usually only a handful of stacks, and the inactive player will not want all of those to try interceptions, this rule only marginally slows down play. It does, however, make each turn something of a chess match and adds another element of uncertainty to a battle plan. It also means the inactive player cannot just wander off during his opponent's turn, nor is he helpless while his opponent is moving. Like Grant probing through the Wilderness, you cannot just take it for granted that your opponent will sit back and let you do what you want.

Combat & morale

Combat is resolved between units in opposing hexes. In each battle, the player initiating combat

picks the one hex he is attacking and the one hex he is attacking from. Units in hexes adjacent to either the attacker or the defender may, at the end of each round of combat, roll to enter as reinforcements for their own stacks or to come into the battle on their own. A reinforcing unit can, depending on its positioning, launch a flank attack on the enemy and thus modify the combat dice by 2 in that player's favor.

Combat in itself rarely inflicts heavy losses. On the average, most stacks will lose one or two strength points during each round, with a chance in smaller battles that neither side will lose a strength point.

As combat continues, however, engaged units have their morale reduced for being in combat as well as for combat results. This can effect losses, as the chance of a strength point being eliminated or an extra point of losses being inflicted is often dependent on morale. When a strength point's morale is reduced to a negative number, moreover, it must retreat. As units retreat there is a chance the opposing player will inflict casualties from pursuit. A strength point's value in combat is dependent on its morale. The higher its morale, the longer it can remain in combat, and the better modifier a player will have on the dice. Low morale units are at a disadvantage in combat and cannot stay around as long to fight.

Units recover morale at the end of each player's combat phase. They recover a number of morale points equal to the value of the leader they are stacked with, as well as points for major cities and entrenchments/fortifications in their hex. The basic morale for all infantry after 1861 is 3 (in 1861, it is 2). Militia and partisans have a morale of 1. Union cavalry have a morale of 2 until 1863, when it increases to 3; rebel cavalry is worth 3 every year. Since the Union has mostly 0 and 1 point leaders until late 1862 and 1863, the Union army will rarely be able to maintain a sustained offensive with the same units. They will need to sit out some combat phases. The South does not have as severe a restriction, at least in the east, due to the presence of Longstreet, Stuart, Jackson and, especially Lee. Lee is the only leader who can keep his units at full morale every turn, as he can help them recover all of their morale, even if they fought for three or more rounds of combat.

The morale rules thus limit the number of rounds of combat and enforce periods of rest in between major engagements. This reflects the piston-like on-again off-again pulse of the war.

Entrenchments, siege trains, fortifications and sieges, naval bombardment and assault and terrain are also represented in the combat rules. The optional (but highly recommended) tactical matrix rules add a personal flavor to the battle, as the player can choose to launch a flank attack, charge straight ahead, bombard, skirmish, withdraw or refuse a flank. His opponent has the same options, and the result can range from an additional plus or minus two to the die. There are also results mandating that one player withdraw or that the current round of combat is the last one these units may engage in or, if neither player is sufficiently aggressive, that no combat at all takes place between those units.

Naval units

There are six types of naval units in *MLW*. The Union player has ocean-going fleets and transports, each strength point of which represents from 5 to 10 major warships or transport vessels and the flotilla of packet boats and smaller ships that accompanied them. The Confederate player also has a high seas fleet of sorts (which is used during the War for the East and Grand campaign games only). This consists of up to four blockade runners, who smuggle production points into the south, and a pair of commerce raiders, which represent the Alabama, Florida and other small fishing ships which were active against the Union merchant and, especially, whaling fleets. Both players have ironclads and river fleets which are used to fight and carry troops and supplies, respectively, along the major river and coastal hexes.

Naval units move and fight each other, take fire from batteries (enemy fortifications, siege guns and entrenchments occupied by 5 or more strength points) and reduce enemy entrenchments. They are also used to add a bombardment modifier to the combat dice on defense and offense, and can be combined with land units to assault enemy fortifications, cities and entrenchments on coastal and major river hexes.

Naval combat, either ship-to-ship or battery

fire, is not resolved in the same manner as land combat. Individual naval strength points fire at each other. Ironclads and ocean warships fire better than river fleets, and there are modifiers for firing at ironclads (-1) because of their armor, and for ocean ships on major rivers (+1), as they are less maneuverable in shallow, narrow waters.

When a unit scores a hit, another die is rolled to determine damage. Each type of unit can take a certain number of damage points before it is immobilized - dead in the water - and if that number is exceeded it is sunk. Damaged units are easier to hit (firing unit adds 1) and are less likely to hit back (-1 when shooting). Naval battles are conducted by placing the units off the board, and players can screen vulnerable ships, sink or capture enemy vessels that have become "dead in the water" from damage, and scuttle your own ships to prevent them from falling into enemy hands. A player can tow a captured ship back to a port and repair it for his own use.

Naval combat is more than just a sideshow. In the Western campaign and scenarios in particular, the river war is the key to the game. If the Union player does not have control of the major rivers he will not be able to advance very far or supply his armies, as the supply lines he must trace overland are vulnerable to the rebels' partisans and large cavalry forces, which are led by cavalry generals.

The river fleets are needed to carry supplies and troops and to ferry units across the rivers, and, together with the ironclads, they can attack enemy entrenchments, fortifications and cities. Without naval superiority, the Union cannot win in the West.

In the East and in the Gulf, the Union player needs to mass a large fleet to invade the South and subdivide the Confederacy. This fleet must include ironclads, both to subdue the coastal

fortresses and to protect the transports while in coastal waters from the Confederate ironclads and river fleets.

Again, without the navy the North is doomed to slug its way overland through Virginia. The navy is the Union player's best weapon to launch a strategic flank attack or to open a second front.

In the games where the South has an ocean going fleet, the Confederate navy can become a decisive weapon. If the blockade runners are not caught and the ports remain open, the South can bring in enough production points to negate much of the North's advantage in that sector. By raiding Union commerce, the Northern production reserves can be reduced and, if the Union player ignores the navy or plays poorly at sea, the result can be a war between two roughly equal economies, and that is a war the Union cannot win.

Railroads

No game of the Civil War would be complete without rules that reflected the importance of the railroads. The movement of troops from theater to theater, and often to the battlefield itself, is one of the things that made this the first modern war. Railroads also allowed large armies to penetrate deep into enemy territory and still be supplied.

The Union player has the advantage in the railroad part of the game. His rail network is more direct and he can move more troops than his opponent. The North can also ruin the Southern railroads by converting them to Union rails. This represents standardizing the gauges, upgrading the equipment and connecting the dozens of independent Southern railroads to the integrated northern system. The Union player can also construct new railroads.

The South has a round about rail system that is

hard to travel on. Rather than depict each independent rail system and force the Confederate player to detrain, move, entrain and then go through that again several times, the rail limit available to the South is lower than that available to the Union, and the awkward railroads, which were designed for the benefit of the plantations, not the cities, means the South rarely has a direct route available to reach the threatened sector.

The South also has no rail construction capability, a limited repair allotment and cannot convert Union rails to the southern system. The fall of Atlanta or Richmond, which is factored into the scenarios, further reduces Confederate rail repair and transportation limits.

Most of the major rivers are crossed by railroads. These are not "bridges" per se, but represent the rail ferries or the meeting points of different railroads. The movement point costs of detraining, ferrying and entraining are considered minimal over the course of a month. Thus units can treat railroads that cross rivers as bridges, since these were the natural crossing points.

The scenarios

I The Army of the Potomac

The *Bull Run* scenario is a short game with only a few units and is designed as an introduction to the rules. The scenario can be set up and played in less than two hours. It is also a primer for the other scenarios in the East.

All of the eastern scenarios are a variation on a theme. The Union player wants to capture Richmond. If he cannot, he at least wants to take the majority of the Shenandoah Valley cities, in order to weaken the Confederate supply network, and must capture the approaches to Richmond. This means he has to take Fredericksburg and have an army close to the Confederate capital. If the

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Across the field from your position you have observed the movement of rebel troops all morning. Now your colonel has organized the whole regiment for a charge. On a predetermined signal, as one man, the regiment surges forward. Ahead you see puffs of smoke and hear the sharp reports of enemy muskets. Occasionally a man near you will stumble and fall never to get up, but ahead you see your colonel valiantly leading and inspiring you and others to deeds that transcend individual ability. As you watch horror stricken your leader is struck from the saddle, riddled with holes. The ranks waver, some break and run, the rest fall back fighting. You are part of the iron Brigade and you will return.

Battles & Leaders allows players to recreate up to brigade size actions of the American Civil War. The game includes three 21" by 9" geomorphic map sections, over 500 die cut counters, a rules book, various game cards, two dice and a sturdy compartmented plastic tray for unit counter storage and sorting. The counter mix allows for different unit and weapon types. The scenarios are of both historic and "generic" situations.

Complexity Level: 3.

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THE HISTORY PEOPLE

Union player can either take Richmond or do All of the above – in essence pin the Army of Northern Virginia to the defense of its capital – then the Union player wins. The Confederate player can win the scenario by frustrating both of these goals and can win the same by successfully invading the North and capturing three Union major cities. In most games, however, the South wins by not losing.

The *Road to Richmond* scenario presents the Union player with the most options, including whether or not he wishes to begin the game committed to McClellan's amphibious invasion of the Peninsula between the York and James Rivers or if he wishes to keep the army together for an overland invasion through Virginia. His best bet is a combination of the two strategies; often the threat of a naval landing is more powerful than the actual attack. A fleet carrying troops or stationed in hexes with large numbers of Union infantry can be a powerful deterrent to a Southern invasion and can keep the Confederate player guessing. The North is plagued by a host of inept leaders, but has a large numerical superiority.

Gettysburg is a reaction scenario for the Union, but if the rebel invasion can be matched, isolated and weakened, there is a chance of a quick dash against Richmond with your reserves. The fate of the northern invasion, if any, will also determine if and when you can clear the valley and the Fredericksburg area.

The best Confederate strategy is to take the advice Longstreet gave to Lee: invade Pennsylvania and find a good place to die in and let the Union player hurl himself against you. Your supply lines will be vulnerable but there are enough good generals to keep a mobile reserve to intercept Union raids. The Rebel army should not, however, fight to the death in the north, but should keep its options and lines of retreat open. The South can cripple the Union's offensive power by taking advantage of the "Longstreet" option of sending troops to the West (as Lee did. Longstreet, Hill and their men arrived in the West in time for the battle of Chickamauga, near Chattanooga, the South's last great victory of the war). The Union player must send twice as many troops, and sufficient leaders to command them, to the West as the Confederate player or he loses the game.

The last of the eastern scenarios, *Grant and Lee*, is the most difficult for the South. Outnumbered and facing good generals, the Southern player has a chess match whose main goal is not to defeat the enemy but to gain time. He may not sit on the defensive but has to contest every river crossing and rail junction below the Rappahannock, and still parry cavalry raids, garrison Richmond and protect the valley.

For the North, it is a game of relentless pressure. The Union player has the troops, the leaders and the replacements to hammer away at the shadow of the Army of Northern Virginia. It is suggested that if the Confederate player loses this scenario, that the players reverse roles and play the scenario again. The player who held Richmond the longest as the Confederates wins the mini-tournament.

II. Army of the Tennessee

The introduction to the Western game is the battle of *Shiloh*. Although there are relatively few units, the game introduces naval units and gives each player a superior leader – Grant for the Union and A. S. Johnston for the Confederacy. The object of the scenario is for the Union player to hold all of the following cities at the end of the game: Cairo, Louisville, Nashville and Memphis.

The South has to hold two of those to win, but can draw the game by holding any. Each player begins with two cities in his control, and the four cities are at the four corners of the playing area.

The key to this scenario is the rail line over the Tennessee and Cumberland rivers, which is protected by the twin forts of Henry and Donelson. If these forts are taken the Union player can use his naval superiority to move troops and supplies between the Kentucky and Tennessee fronts. If they are still in rebel hands, however, the Union player will have to commit his forces to each theater, and in effect will play two games, both of which he must win.

Both players are hamstrung with poor leaders, especially the north and, as both sides will have to attack, how those leaders are managed to minimize their tendency to disobey orders is crucial to victory.

Vicksburg is the longest non-campaign scenario in either game. The two sides begin with equal forces, and the Confederates have an opportunity to take the offensive early in the game. The north builds up faster and eventually outnumbers the Confederate forces, especially in naval units, but Vicksburg is a single most difficult hex on the board to take. It is on a major river, with a major city and mountains (to represent the bluffs and hills) and is surrounded by minor rivers. This means any Union units trying to attack or move around the city can be intercepted while crossing rivers or channeled into making attacks from minor rivers.

Vicksburg is also fortified, and if hard pressed the southern player can retreat into the fort and let himself be besieged. The long land supply route back to Illinois and Kentucky is almost impossible for the Union player to protect adequately, and entrenchments can be built on the Mississippi to block the river supply chain. Cutting supply lines, harrying Union detachments and in general delaying the Union are the principal Confederate strategems in this scenario.

For variety, there is a "what if" optional rule that allows the Confederate army in Arkansas to enter into the scenario, although the Confederate player has to control one of the Mississippi cities completely, not merely prevent the North from controlling all of them (in the basic scenario, the South can win even if Vicksburg is besieged by the Union player).

Chattanooga is a chess game with very few pieces on the smallest field of any scenario. Whoever holds Chattanooga wins the game. Both sides start out with equal forces and almost equal leaders, and both are heavily reinforced. The Rebel reinforcements under Longstreet come first, however, and thus they stand a better chance of getting into the city than the north does of taking it and holding it. The large Union reinforcements, however, are powerful enough to take the city back if the Confederates paid dearly to take the city and, if the Union has held it until Grant shows up, they will usually keep it.

The Confederate player has to attack and smash or drive back the forces of Thomas and Rosecrane. If the Union player manages to entrench in Chattanooga, the South will have at most two turns to die the Union player out; an initial frontal assault with Longstreet combined with a flank attack by Forest and, if possible, by Wheeler as well on the third round, is perhaps the best way to wear down the defenders and partially negate the entrenchments.

For the North, getting into Chattanooga and digging in is part of the fight: the rest is keeping the supply lines open so the army doesn't take heavy losses due to attrition and so Grant doesn't

have to fight his way through the mountains to reach the beleaguered garrison.

The fourth western scenario, *Atlanta*, appears at first to be the Grant and Lee of the west. Outnumbered and without Lee's bonuses, all the Confederate player has on his side is the mountains, space and time. Although Sherman can slip around the Confederate defensive positions and intercepting through mountains is not permitted (although you can intercept units in adjacent mountain hexes, but that can be expensive due to the combat modifier for mountains) that takes time and requires extra units be left behind for supply purposes.

The Confederate player should concentrate on making any such Union flank marches as expensive in terms of movement points and supply chains as possible. This consumes time, and time is what the south is fighting for.

The Confederate player is trying to hold Atlanta, and thus cause the Union player to make a die roll for the 1864 election. If the Union player fails to make this die roll, Lincoln is defeated, the peace party is elected and, although Lincoln pledged to Grant and Sherman that he would fight right up until inauguration of the peace party president, in effect the South would live as an independent nation. The Confederacy would have won the Civil War. It is thus imperative that the Confederate player hold Atlanta as long as possible to make the Union player sweat it out. The pressure is on the Union.

Should Atlanta fall or be so threatened that its fall is inevitable, however, do not sacrifice the Confederate army to defend it, because taking Atlanta is only half of the game. Once Atlanta falls, the Union player still has to be able to "March to the Sea," and the Confederate player can try to frustrate that by his deployment, and especially by intercepting the Union forces moving toward the east edge of the board.

The Hood gambit – abandoning Atlanta and invading Tennessee – is an interesting option but, unless the Confederate player is very lucky or the Union player leaves his rear area ungarrisoned, it will probably end up the same way Hood's actual campaign did – in defeat.

III Combination Scenarios

There are two scenarios which utilize the maps from each of the two games.

Brass's Invasion of Kentucky is the Western equivalent of the Gettysburg campaign, only on a smaller scale. The Confederate player can either try to destroy the Union army and march north, if victorious, or swing wide and outmaneuver them, picking up recruits in Kentucky to join the army. The Northern player wants to frustrate both strategies, especially the latter, but will probably be reacting to, not initiating, strategy if the Confederate player chooses either option on turn 1.

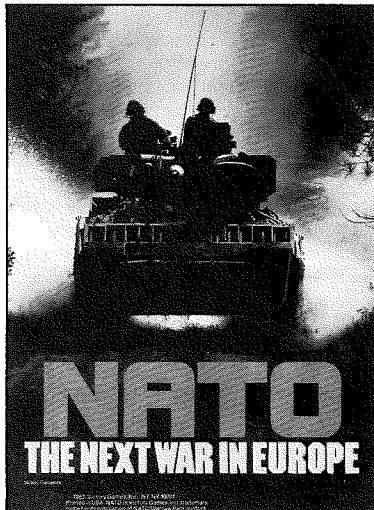
Atlanta to the Sea combines the Grant and Lee and Atlanta scenarios into a minicampaign of the concerted final offensive of the two great Union armies. All of the previous suggestions apply, with the addition that, being in the central position, the Confederacy has the option of massing its outnumbered armies against one front while delaying on the other. All the South needs to do is hold one major city to win.

IV The Campaigns

The following hints apply to all three campaign games – *War for the West*, *War for the East* and the combined grand campaign, *Mr. Lincoln's War*.

Both players have to remember that the campaigns are more economic and political than

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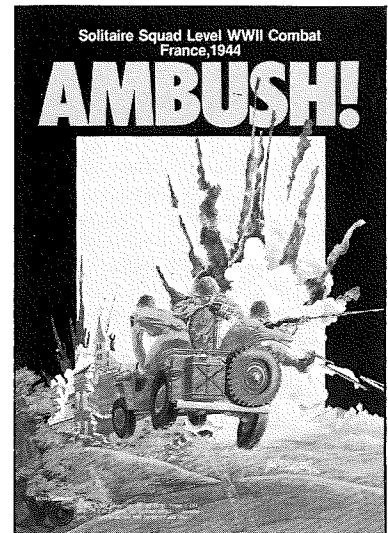
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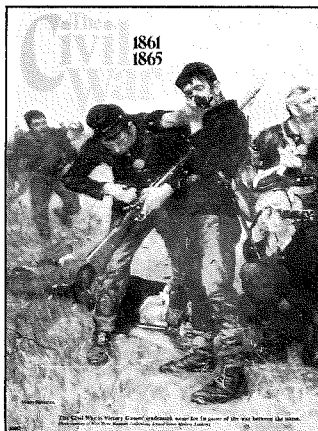
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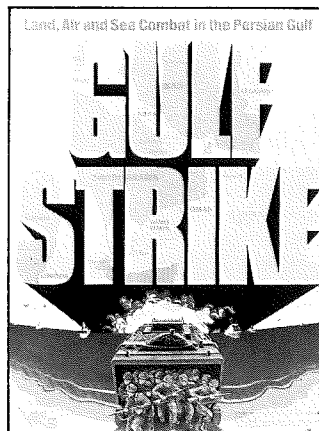


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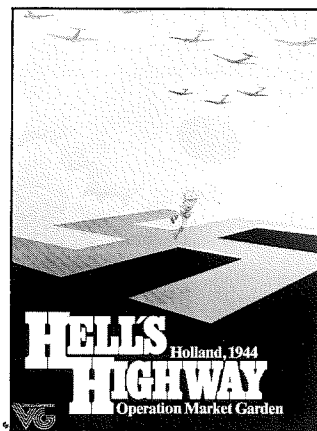
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KINDS OF UNTRUTH

Jim Hind

You've got to have a feedback form in each issue, and publish a Games Rating Chart. It's expected of you. The only major mistake you might make is to base any actual decisions on them.

The major witness to this thesis must be the late lamented SPI. Going great guns, they were, up to about Issue 40. Then they started using the computer to canvass opinion on proposed titles via the feedback, and then use the votes thus gathered to determine their work schedule. The system gave us such gems as *Dixie* and *Campaign For North Africa*. Last year, SPI folded.

So what went wrong? Asking the paying customers what they want, and then giving it to them, sounds such a plausible way to go about things. Woe to SPI, they had neglected the fundamental rule of all information-gathering – you only get answers to the questions you ask. Garbage in, garbage out. How would you like an immensely realistic game on Rommel, gentle reader? Coo, yeah. *CNA*. Or then again: you liked *Terrible Swift Sword*, how about the same system used with a smaller battle? OK, then. *Pea Ridge*, the Gettysburg of the West (half a mile upstream from S**t Creek, as Mike Oliver remarked).

Even more subtle errors could creep in. "People who like Napoleonic games like simple games", burred the S&T editorial column. You can spot that howler a mile off. SPI's entire Napoleonic output at the time used the *Napoleon at Waterloo* system. People who liked that system would rate

highly any suggestion that they be given more of the same. So they were. SPI's versions of *Eylau* and *Dresden*. Of the other results of this policy, two have done particularly well – *Napoleon's Last Battles* and *Napoleon at Leipzig* (the latter eventually appearing under the OSG banner). Independently, Ken Broadhurst produced WWW's own *Dresden*, also using the NAW system. All three games were biggies, and definitely not simple.

During the period of decline, however, SPI were still capable of producing the occasional gem. Note the most successful SPI title in the accompanying chart. *Panzergruppe Guderian* was a Jim Dunnigan design, produced not in response to the feedback chart, but because he felt like it. The feedback responded predictably: So you liked PGG? How about just every other battle of WW2, using the same system? With the inevitable results: of the flood of PGG spinoffs which followed, top scorer (Kharkov) dropped a full half point in overall rating; others did even worse.

So much for the perils of asking the customers to rate the product before they've seen it. The next sneaky temptation is to argue that the Games Rating Chart represents what they thought of the product after they'd seen it. Comb the chart for statistically significant correlations, and use them to influence future designs. The relevant tool is a correlation coefficient. Skipping the details, the calculations produce for your inspection a number somewhere between +1 and -1. The sign indicates the type of correlation you've got. For example, if the correlation coefficient between overall rating and playing time worked out negative, that would mean that people like short games; if positive, that they like long games. What really matters is the size of the number – the closer you get to 1 (or -1), the more significant the correlation.

Great, then. So we take the rating chart, work out correlation coefficients between Overall Rating and every other column of the chart, and pitch future designs accordingly. If the correlation is significant, that *proves* there must be cause-and-effect operating. People like that sort of game. Lets give them what they want.

More fool you if you try it. One of the most statistically significant correlations I know of (in other contexts than gaming) comes from Scandinavia. Every year, large numbers of migrant storks fly North from Africa, spend the summer around the Baltic rearing their young, and then fly South again for the winter. This has been going on for thousands of years; in Classical Greece, the flight of the migrant birds was a proverbial expression for the changing seasons.

The point is that ornithologists, keeping careful count of the birds each

TITLE	Publisher	Overall	Comp. Mech.	Comp. Strat.	Play-	Realism	Solitaire	Balance	Rules Clarity	Playing Time	PBM	Graphics
FLATTOP	BTLN	8.2	7.3	7.5	7.2	7.9	3.5	7.4	7.5	6.9	3.5	6.5
RUSSIAN CAMPAIGN	AH	8.0	5.4	6.9	8.0	6.5	7.3	7.8	7.3	7.6	7.0	6.5
IRONCLADS	YAQ	8.0	7.6	7.0	7.8	8.0	4.8	7.8	6.6	4.8	3.2	5.0
SQUAD LEADER	AH	7.9	7.5	6.8	7.3	7.3	5.7	7.5	7.2	3.5	5.1	7.3
CROSS OF IRON	AH	7.9	8.0	7.2	7.2	8.1	5.8	7.7	7.2	4.25	3.0	8.0
NAP. AT AUSTERLITZ	3Ws	7.8	6.2	6.3	7.0	7.0	7.4	7.0	7.0	5.7	5.7	6.2
DAUNTLESS	BTLN	7.8	6.5	6.7	7.4	7.1	4.6	7.8	7.9	2.5	6.7	3.4
WOODEN SHIPS	AH	7.8	6.3	6.6	7.4	7.8	4.0	7.2	7.6	3.8	7.0	7.5
ALESIA	AH	7.8	4.8	7.3	7.6	7.5	4.7	7.9	8.0	6.3	3.0	5.5
DRESDEN	3Ws	7.8	5.9	6.8	7.8	7.3	7.2	6.4	6.9	6.1	5.0	8.0
STURMNACH OSTEN	3Ws	7.8	6.8	7.4	7.0	6.9	6.8	7.7	6.6	5.5	5.3	6.4
DESERT RATS	3Ws	7.7	6.9	7.8	7.6	7.7	7.1	7.4	7.3	5.5	5.0	6.0
PANZERGRUPPE GUDERIAN	SPI	7.7	5.9	6.7	7.8	7.1	6.5	6.8	7.2	5.1	4.0	6.3
NAP. AT LEIPZIG	OSG	7.7	6.0	6.7	7.9	6.2	6.4	7.0	7.8	8.3	5.0	7.7
ACES HIGH	3Ws	7.6	6.6	6.9	7.3	7.3	5.3	7.4	7.0	2.6	4.7	6.8
CARRIER STRIKE	3Ws	7.6	7.4	7.0	7.2	7.7	3.0	8.0	7.2	5.5	4.8	7.9
NAP'S LAST BATTLES	SPI	7.6	5.3	6.0	7.9	6.8	6.5	6.3	7.7	8.2	6.0	7.0
CAESAR'S LEGIONS	AH	7.5	5.4	7.1	7.7	6.6	5.2	6.8	7.5	3.9	5.1	5.7
ARNHEM	SPI	7.5	5.6	5.9	7.5	6.6	6.6	6.8	7.5	3.5	5.0	7.0
FULDA GAP	SPI	7.5	6.8	6.9	6.9	6.3	5.7	5.9	7.2	6.3	5.0	5.5
NEXT WAR	SPI	7.4	7.7	7.8	6.4	7.4	4.7	6.4	6.7	2.5	5.0	7.0
FORWARD TO RICHMOND!	3Ws	7.4	5.8	6.4	7.2	6.8	6.9	6.8	7.5	4.3	4.1	7.0
CONQUISTADOR	SPI	7.4	6.7	6.7	7.0	5.2	5.2	7.2	7.2	8.8	4.5	7.2
ASSAULT ON LENINGRAD	3Ws	7.3	6.1	6.1	7.4	6.9	6.6	6.9	7.3	5.1	4.9	7.2
WAR OF THE RING	SPI	7.3	6.2	6.2	7.2	5.9	3.7	6.3	6.8	5.1	6.0	7.5
SINAI	SPI	7.2	5.8	6.4	7.5	7.1	6.7	6.6	7.1	3.6	4.0	6.5
KHARKOV	SPI	7.2	6.5	6.5	6.5	7.1	6.8	6.7	7.0	4.5	5.0	7.0
PANZER LEADER	AH	7.2	6.8	6.6	7.6	6.7	6.0	7.0	7.2	3.6	5.0	6.5
DIPLOMACY	AH	7.2	3.4	7.1	7.4	3.4	1.4	6.5	7.3	9.0	7.4	6.6
WAR AND PEACE	AH	7.2	5.7	6.8	7.2	6.1	6.3	6.8	6.8	5.6	4.8	4.8
KINGMAKER	AH	7.2	4.9	5.7	7.7	4.9	3.1	7.7	7.3	5.1	5.6	6.8
FAST CARRIERS	SPI	7.1	7.6	7.6	6.0	7.5	3.5	6.9	6.5	7.2	3.2	5.0
DRIVE ON DAMASCUS	3Ws	7.1	6.0	6.8	7.3	6.9	5.8	6.6	7.1	4.8	4.2	7.2
FRANCE 1940	AH	7.1	6.2	6.3	7.3	6.7	6.6	6.4	6.6	3.4	4.0	5.6
DRIVE ON STALINGRAD	SPI	7.1	6.6	6.9	6.3	6.6	5.9	6.3	6.6	1.2	5.0	8.0
EYLAU	3Ws	7.1	5.2	6.2	7.4	6.4	6.8	7.0	6.8	3.6	6.2	5.4
THIRD REICH	AH	7.1	7.5	7.8	6.5	6.2	5.6	6.2	5.3	9.7	5.8	6.1
SIEGE AT PEKING	3Ws	7.1	6.1	6.3	7.7	6.2	7.1	7.0	7.1	4.7	4.5	8.1
STALINGRAD	AH	7.0	3.7	5.7	7.5	4.6	5.8	6.1	7.7	3.7	—	—
AIR WAR	SPI	6.9	8.0	7.3	5.7	7.4	4.2	7.5	6.5	3.3	—	—
COBRA	SPI	6.9	6.0	6.2	6.9	6.3	6.1	5.9	6.7	5.2	5.0	6.3
AFRIKA KORPS	AH	6.9	4.4	5.7	7.9	5.4	6.6	7.1	7.2	4.5	8.0	5.0
CONDOR	3Ws	6.8	4.6	5.6	7.7	5.4	6.9	6.6	7.4	3.2	—	—
MIDWAY	SPI	6.8	5.0	5.3	7.3	5.8	2.3	5.8	7.3	2.9	3.7	5.0
LITTLE ROUND TOP	3Ws	6.7	6.1	6.6	6.0	6.1	4.6	6.0	6.6	5.1	4.5	7.7
SIMON DE MONTFORT	3Ws	6.7	6.4	6.0	7.6	6.6	6.2	5.9	6.7	4.7	6.0	7.3
SEELOWE	SPI	6.7	5.7	5.6	7.1	5.7	6.1	5.9	7.9	3.9	4.7	6.0
DREADNOUGHT	SPI	6.7	5.5	5.4	6.9	5.3	4.3	6.8	7.0	3.6	4.0	6.5
PANZERBLITZ	AH	6.6	6.6	6.2	7.4	5.9	5.8	6.8	6.9	2.7	5.8	5.6
OCTOBER WAR	SPI	6.5	6.5	5.9	6.1	6.5	4.5	5.7	6.0	3.5	5.0	5.0
WWI	SPI	6.5	4.8	5.6	6.9	5.9	5.8	6.0	7.3	3.8	—	—
BLENHEIM	3Ws	6.5	4.7	4.8	7.6	5.8	6.9	5.8	7.0	2.8	5.5	5.0
AFRICA	3Ws	6.4	4.8	6.5	6.5	4.5	2.5	6.4	6.2	4.0	—	—
KESSEL RING	3Ws	6.3	6.0	6.3	6.0	6.4	5.7	5.8	5.3	5.5	—	4.0
D-DAY	AH	6.3	4.3	6.7	6.4	4.4	5.5	5.5	6.9	4.3	6.9	6.0
CASSINO	SPI	6.2	6.1	6.0	5.8	6.3	6.3	6.2	6.6	4.9	—	—
BATTLE FOR GERMANY	SPI	6.0	3.5	4.4	7.8	4.8	6.6	5.6	7.8	2.3	—	—
REVOLT IN THE EAST	SPI	5.9	4.0	4.3	7.3	4.0	6.2	6.5	6.8	2.2	5.0	6.0
SNIPER	SPI	5.8	6.9	6.1	6.4	6.7	2.6	7.2	6.0	3.9	6.0	6.0
PLOT... HITLER	SPI	5.7	5.7	5.4	5.8	4.5	4.4	5.7	6.9	3.6	—	4.3
NORMANDY	SPI	5.6	5.9	5.3	5.9	6.1	4.7	5.4	6.5	4.0	5.0	4.0
AIW	AH	5.4	6.1	4.9	5.6	6.0	4.8	4.9	6.5	3.0	—	—
ROAD TO RICHMOND	SPI	5.3	4.2	4.9	6.2	5.1	5.5	5.2	6.8	3.3	—	—
OIL WAR	SPI	5.3	4.6	5.5	7.2	4.7	6.2	5.8	7.8	4.0	—	—
CONSTANTINOPLE	SPI	4.8	5.9	4.4	5.5	6.0	4.2	5.4	6.1	5.4	—	—
SOUTH AFRICA	SPI	4.6	5.2	4.8	4.7	4.8	4.0	3.8	6.5	6.5	—	—

year, have come up with a correlation coefficient of 0.9 (highly significant) between the population of storks, and the (human) birth rate. Conclusion?

It's not that statistics lie, you understand. It's just that their pronouncements are usually somewhat Delphic. What you have to do is decide *beforehand* that x and y have a cause-and-effect relationship; then use the statistics as supporting evidence. Even this can be fraught with peril, as our example illustrates. So I tried it. I've always believed that people actually want to *play* their games; they want the flavour of the subject, otherwise they'd play chess instead; games where one side can't win get panned; and it usually helps if they can understand the rules. Having written these things down on a piece of paper first, I then crunched the numbers and produced the correlations.

TABLE 1: CORRELATION COEFFICIENTS

Complexity (Mechanics)	0.632
Complexity (Strategy)	0.872
Playability	0.840
Realism	0.771
Solitaire	0.434
Balance	0.894
Rules Clarity	0.766
Playing Time	0.293
PBM	0.426
Graphics	0.543

Each column of the Games Rating chart was correlated with Overall Rating. Most significant is Play Balance, followed by Complexity (strategy), playability, realism and rules clarity.

Impressive, huh? In short, the computer has done a beautiful job of reinforcing my prejudices. I come out of it feeling that it's told me nothing I didn't know already; but I now have supporting *evidence* that I was right all the time. Now *that's* what statistics should be used for.

An even happier hunting ground is to be found when you examine the charts for correlations between popularity and subject matter. Received wisdom here is that the three N's rule (NATO, nukes and Nazis). The magic ingredient is tanks on the Russian front. There is a species of gamer known derisively as a Tankie, who never plays anything else.

Examine the charts, in particular the Top 20 titles (down to Fulda Gap). At first, most of these prejudices seem to be confirmed. Of the Top 20 titles 8

have tanks. 9 have the Russians. 7 have Nazis, and 4 have Napoleon. (Only 1, however, with NATO and nukes: *pace* Jack Radey).

However, this is to forget sampling error. A great many tank games get produced, so of course one would expect a fair proportion of them in the upper reaches of the chart. The existence of the tankie will be proved only if the upper reaches contain significantly more than their fair share of panzers.

Too bad. 8 in the top 20, 21 in the remaining 46 titles. No noticeable difference at all. The tankie was a myth after all. Similarly with the alleged dominance of games on the Third Reich; the top end of the chart contains, if anything, fewer Nazis than the rest. Napoleon, though, comes out very well. 4 out of 20 at the top; 2 out of 46 below that. Another surprise comes when you look at the choice of element. The top 20 contains 2 naval games (*Ironclads* and *Wooden Ships*), two aerial games (*Aces High* and *Dauntless*), and two carrier games (*Flat Top*, *Carrier Strike*). The rest of the chart boasts *Dreadnought*, *Air War*, *Fast Carriers* and *Midway*. The landlubber, who always keeps his feet on terra firma, is as much of a myth as the tankie.

OK then. Let's try to apply what we have learned. All you designers out there. Send us an East Front game, playable and realistic, and above all well-balanced. Build plenty of decisions for the players to make, and make sure they can read the rules. The perfect title will be "Carriers Strike Borodino".

No. We can do better than that. Look at the designers in the top 20. Dunnigan, Steve Peek, Craig Taylor, John Hill, Don Greenwood. An alternative formula for success would run as follows. Take a man who knows how to design a good game. Give him his head to work on any topic which takes his fancy – his choice. *Don't* give him a deadline – wait for years if you have to (*Sturm Nach Osten*, *Alesia*). A good game system will stand reworking (*Dauntless*, *Cross Of Iron*, *Napoleon At Leipzig*), but don't simply rehash – add to it.

At the end of it all, the best formula for success would seem to be – Steve Peek or Craig Taylor. Talking of whom, may I canvass your votes, gentlemen? The published list of course only represents the tip of the iceberg – I have results on several hundred games, which do not appear in the chart at present because not enough votes have been received to be statistically valid. If just a few more of you were to send in your opinions on Yaquinto's *Panzer* series, it could be added to the chart. The same goes for *La Bataille de la Moscowa*, nowadays under the GDW banner. The more publishers whose work we can feature in the chart, the more representative it can be. With the demise of SPI, I shall be deleting a lot of their older stuff; but titles which are known to have been bought up for reissue by other publishers I shall retain. Keep those cards and letters coming in folks . . .

AN INTERVIEW WITH CHARLES ROBERTS

Jack Greene talks to the man who started it all

Charles Roberts was the founding President of Avalon-Hill. This "father of board wargaming" (a title he does not want) produced the first commercial wargame, *Tactics*, out of his home in 1952. After selling his 2,000 copies he decided to jump in with both feet, and launched Avalon-Hill in 1958 with a line of three games, *Tactics II*, *Dispatcher*, and *Gettysburg*. After much growth, and both successes and failures, Avalon-Hill went towards the shoals of bankruptcy in late 1963. Avalon-Hill was taken over by its creditors one of whom, Eric Dott of Monarch Services, secured total control over a period of time and made it what it is today.

It always struck me as odd that very little was known about the original creative giant who started it all. This was the man who gave us CRTs, D-Elm, and ZOCs and then explained

them to us for the first time. Charles Roberts invented an industry. With an interest in the man, in wargaming, and in preserving a bit of oral history, I contacted him and undertook the following interview.

We sat on his back porch on a hot, muggy evening, with the sounds of his ten children (several adopted and from a second marriage) and pet dogs giving appropriate background noise. Charles Roberts is a relaxed man, with a sense of humor, in many ways unassuming as well as pleased with the course of his life.

Jack Well I have some questions worked out, maybe we can work from the top. One of the things that has people curious is how did you actually get started in designing and publishing. What was the germ that made you decide to publish *Tactics* back in 1952?

Charles Well, I could give you the story of my life. Some guys are born and they know what they want to do. Lots of people are born and they don't know what they want to do. I'm unusual. I always wanted to do two things. I wanted to be a soldier and I wanted to be in the communications business; a publisher. As it turns out, as a kid I fooled around with war games just for the hell of it. I guess almost all kids do. I like warships and that kind of thing. Three or four of us had an on-going game on something when we were I'd say ten or twelve years of age. Then, to make a long story short, I wanted to go to the Point, but I couldn't cut the mathematics. I ended up with a commission with the National Guard.

Jack This was back during the Korean War, wasn't it?

Charles Yeah, back in that era. They had in those days a competitive tour. In other words a man with a reserve commission would do a special two year tour of active duty, then if he went through that successfully he'd get a regular commission—which was important if you wanted to make a career out of it. The Korean War was winding down and they were not killing off as many young lieutenants in the later part as they were earlier. So they suspended the competitive tours, and I missed having an army career by about 30 days. By the time they put it back into effect, I had lost interest and I figured the hell with it. But in that period I designed the original *Tactics*, really for my own amusement.

Jack Did you base the game on miniature games that you might have seen before, or how did you come up with basic things like movement, combat strength, and mathematically equating them?

Charles I don't recall any other game that gave me any particular ideas. You have to have movement and counter-movement, and obviously you can move all the pieces—which incidentally in the early days of Avalon-Hill was one of the hardest things to explain to people. For the most part, I played myself primarily. I was more interested at the time in the principles of war and their application. In any event, at that time I was working for an ad agency, and I wondered if I could sell a couple of thousand games. So I just started a tiny little company—this was before Avalon-Hill—the Avalon Game Company. Right here used to be, many years ago, a town called Avalon. The town was washed out in a flood right after the Civil War, but that is where the Avalon comes from. I printed up 2,000 and by the time I'd sold them I ended up losing \$35 or making \$35, something like that. But I got interested in the marketing aspect of it, and learned as much as I could.

Jack How long a period did it take to sell those 2,000 copies?

Charles I would guess a year or two years. Something of that order. I learned right off that selling one game is tough. You need a line. The real purpose of starting the Avalon-Hill Company was not to publish wargames per se. I had the idea that people might be interested in playing realistic games on any given subject. They might get some entertainment value and also some educational value out of it.

Jack So this educational aspect was a seed right in there from the start?

Charles Well, a seed yes; it was primarily entertainment. I put an awful lot of money into the company and never got anything back. This was one of several mistakes I made in the management of the company. The first games that Avalon-Hill came out with were *Gettysburg*, *Tactics II* and *Dispatcher*—a railroad game. *Tactics II* I could produce cheaply, with a few minor changes, as I already had the film work and so forth for printing. *Gettysburg* was a natural with the Centennial of the Civil War coming. But *Gettysburg* was the last in the line, and was never playtested. That game was never playtested, not once, and went right through to the printer. To make a long story short, if you look at the additional games published in that period, most of them were not wargames. They included *Management*, which incidentally is the game I'm most proud of. But the simple fact of the matter is that as it evolved, the wargames were the ones that sold. While the Civil War subjects sold well, we had a lot of

trouble with *Gettysburg*. A lot of trouble with *Gettysburg*!! Letters!! Did we get letters. And a lot of questions we couldn't answer. So we came out with another version, and that made it worse.

Jack The hexagon version?

Charles Yeah, that made it worse. And I believe they've changed it two or three times and it's still a big turkey from one end to the other. Then we brought out *Chancellorsville*, which of course is a brilliant battle, but made a lousy game for some reason or other, and that didn't sell well. The trouble was, I wasn't single minded enough. The company was not started to create a wargaming hobby. That wasn't a specific goal, and I was mildly amused when a gentleman whose name I've forgotten came up with the Charles Roberts Award. I've always been mildly annoyed that someone might chisel on my gravestone that 'He was the father of wargaming' thing. That's not what I set out to do.

Jack Did you realize, when you were running the company, that there was a hobby out there?

Charles Yes. Oh yes. That was plain from the mail that came in. Also involved at that time were Tom Shaw and Bernie Schramm.

Jack Schramm? I've seen him mentioned once or twice....

Charles Well, in say the first five years he was, well, truthfully, I don't want to hurt anyone's feelings, but he was more a key person in the operation than Tom was.

Jack What was he in charge of?

Charles In the end he and I just worked together in the company. He and I were, in effect, one of those partnerships that are a perfect team. I tended to concentrate on the marketing and the creative end, and he operated on the business end. But that does not mean he was not involved in the creative process. And he did an outstanding job. The three of us were really the core of the company.

Jack Tom, Bernie and you?

Charles Tom, Bernie and I. Well of course, when Avalon-Hill went down (our Avalon-Hill, that is), Bernie went back into advertising and has had a brilliant career, and is now executive vice president of the largest agency in Florida.

Jack There is another man I ran into when I was working on *Bismarck*, Lindsley Schultz.

Charles He was a nice enough young man. He was assistant to Tom Shaw, I don't want to run anyone down. Someone got the impression he was the brain in the place. He was mostly digging at research, quite a chore. You send someone like Schultz down to the library to dig information up because you're bogged down with something else. I won't say he never made a good suggestion—I don't recall that he did, but he might have. Nice guy, don't misunderstand me.

Jack But is he the one we should blame for some of the bad OB's in the early games?

Charles He wasn't involved deeply enough to be blamed for anything. It was my fault that one of the British divisions got left out of *D-Day*, a proofreading error or some such.

That the business had a future I knew very well. The three of us went out to dinner the last night we operated, and made our estimate for the turn round, when it would come. The economy was in trouble, then as now. The problem is the stuff in the pipeline. The guy who is selling at retail is over there and you're over here, and there's a lot of goods in the pipe-

line in between. When things are on the up the volume of goods in the pipeline goes up; when things go bad at the other end and they cut off buying it backs pressure all the way. There might be a 10% drop in sales, and by the time it gets back to the factory you have a 50-60% drop. Well, those goods have to work out of the pipeline. And that was our situation. We knew the ultimate demand was there, and we knew it was expanding. But we did not have enough capital to ride it out. I think as a matter of fact we rode it out for about two years. We reckoned it would take another three years to turn around. That was basically my estimate, and it was wrong.

Jack And the demand was principally for wargames?

Charles Yes. Not every wargame we turned out was a success, but the ratio was high. We also had plans for what eventually became *The General*, because we could see we had to get something organized out there, to get people together. We noticed that wherever clubs were formed, sales went up....

Jack One of the things that I heard was that at the tail end there were a heck of a lot of employees on the payroll, and that this was one of the drains on the company.

Charles We were growing very fast, and yes there were a lot of employees; but sales warranted it. The growth rate warranted it. The thing I underestimated was the savage nature of the cut back we faced. No operation that we ever mounted or person that we hired was a mistake, and I did the financial part. I always put it against the assumption that we could have a 50% drop in sales with 6 months notice. I applied that test to every decision I made. In fact we got an 80% drop with 2 weeks notice. I'm talking about in the season in 1961.

Jack The reason being?

Charles There were a lot of reasons. The nasty business recession of 1961; TV promotion of toys, too many slow-selling civilian titles, the rise of the discount houses. It wasn't so much the cut in prices that hurt us; the problem was that we had based a lot of our market on having a sales clerk there to explain the game. Then self-service came in, and also the rise of TV. We were building for a future, but it disappeared. There were a lot of bankruptcies at that time. Schrantz and Bieber in New York were the largest wholesaler in the country at that time, and they went bankrupt.

Jack We are suffering the same thing right now. Going back to *Tactics II* and some of the earlier games, another really basic concept was the stacking of units.

Charles Yes, though this is a very awkward basic concept was the stacking of units.

Charles Yes, though this is a very awkward way to solve the problem. Then again, at the start we simply had a single numerical factor for movement and another for combat; the latter evolved very quickly into one number for defense and one for attack. We built on the sound military premise that you need a three to one superiority in fire power in order to attack.

Jack That was the starting point of your original CRT?

Charles Yes, and everything else evolved from there. Six choices seemed enough, and if you had two dice you had too damn many choices. You're playing a crap game then, and you had to weigh all that variation in, so to hell with it, stick to one.

Jack At that time did you consider outside submissions at all?

Charles We got them. During that time Shaw came in. He had designed *Football* and *Baseball Strategy*. I forget who first published them. We wanted a football strategy game, and looking around Bernie came across these two designs, and said what the hell these are outstanding designs. I had a load on me, and I said to Tom, how about coming in with us. And he did.

Jack Going back to 1952, what other games did you play at that time?

Charles None. I still don't know how to play chess. I'm not a games player per se.

Jack What sort of research was done on games like *Waterloo*, *Gettysburg*, *Chancellorsville*?

Charles Well, *Tactics*, being a fiction game you simply had to give each side an equal force. But with *Gettysburg*, being a meeting engagement, you had to flow the units in at a given point in time. Well, that was an easy enough change to make. In that case it was very easy to research what units were there, and easy enough too to give them a relative degree of strength. Same thing in *D-Day*. There were readily available sources. Then we did *Stalingrad*, which really is a misnomer; we were going to call it *Barbarossa*, but we figured not too many people would know what that meant. Incidentally, there is a vast improvement in the source material available today. Later *S & T* did an outstanding job; they went much more deeply into the research aspect of it than we did.

Jack Does it surprise you that today we have so many games on even minute battles?

Charles It surprises me very much. And the number of companies. Though of course many have not survived. In 1972, when Steve Patrick came to interview me for *S & T*, he was quite candid about it. They were going to flood the market with games, and they'd heard a rumor that one of the reasons we got into trouble was that we put too many games on to the street.

Jack Do you think that was so?

Charles I don't care if you're publishing books or stationery or whatever, the only certainty—the one thing you know—is that you are not going to win with all of them. The question is, do the winners outpace the losers? In publishing, one winner can make up for a whole lot of losers. The reasoning is that you can't lose any more on a loser than you've put on it. But the winner can multiply your earnings many times. Theoretically it could go on forever, actually it doesn't. In my experience what you usually end up with is a long string of mediocres, and then once in a while you have a knockout.

Jack What was the real knockout for you in the early days? *Tactics II*?

Charles Of the first 3 games we did, *Dispatcher*, was a bomb. I know it had yellow on it, and I always used it as a reference point. It was colored right. It was a lemon. *Gettysburg* took off nicely, I expected that. And *Tactics II* did rather well.

Jack Do you know that a fellow recently offered \$1000 for the copy of the original *Tactics* that is in the Avalon-Hill office?

Charles Tell you what to do. Find that guy and tell him I'll let him have one for \$800, if he comes right round here and give it to me in folding money. No checks. I have 5 or 6 of them that I can sell.

Jack If you're serious he'll be here this weekend.

Charles You get him round here. I'll even autograph his head if he wants. He must have more money than sense. We have to work fast, because people with more money than sense usually don't have the money very long.

Jack Changing the subject, they (Avalon-Hill) are going to do your old Bull Run game.

Charles I didn't do a Bull Run game.

Jack Well, it was never published. 20,000 of the maps were printed though. It was the same system as *Chancellorsville*, the hexagon *Gettysburg* one.

Charles Really, I don't remember.

Jack Well, it may have been post-1963.

Charles It's been over 20 years, and a lot has happened in that time. I do recall that *Afrika Korps* was well advanced.

Jack The Rommel unit. Was that something that you put in?

Charles No, I did not go for that gas. From a design viewpoint, if I had to comment on subsequent games I have looked at, I'd say they made them too complicated. Games should be about the sweep of tactics, the principles of war. Throwing in a lot of this stuff about you kill a leader and this or that happens, well I don't know.... Such things have an impact, I won't argue about it. Rommel was certainly a great and dynamic leader, but he also made some gigantic blunders too. And nobody can measure his ability in mathematical terms, nor the effect he will have. Which incidentally raises another problem: no historical game can be truly balanced. The balance was always a fix as far as we were concerned; we'd just try to give each player a half way decent chance of winning.

Jack It seems to me that entertainment was your prime goal with the early games; that they taught history or military tactics was a secondary consideration. About 10% of wargames are soldiers though, or militarily connected.

Charles They may be getting involved from the standpoint of improving their knowledge and skill, which is fine because when you're involved in a game you're studying the military history in an attractive format. But basically it is entertainment, an escape.

Jack Well, let's see. We've gone into a little bit of the end of Avalon-Hill. I'm kind of curious about the role of Eric Dott and Monarch. From what I've heard there were several creditors, but Monarch and Eric were the key to keeping things going.

Charles Yes, but he wasn't a key creditor. He was a relatively small creditor. J E Smith & Company made the boards and boxes and was the largest single creditor. And there was also a Small Business Investment Corporation that had a lot of money on a convertible loan basis. In the end Eric Dott did what I should have done, he elbowed both J. Smith and the SBIC out. I'm not criticizing the man. Wisely he put money into the company and decided to build it up. He was the only one of the creditors who could see that it had a future. He and I were friendly, are friendly for that matter to this day, though I haven't seen him for 2 or 3 years. He wanted me to stay on; he invited all 3 of us to stay on, but only Tom did.

Jack Tom made the point to me the other day, that he's the oldest active designer. Have you ever thought of getting back into this business or designing anything?

Charles Yes. In fact about 9 or 10 years ago I designed what I considered to be a second generation game. Of course, there's been many hundreds, perhaps thousands, of games published and I've maybe seen 20 of them. See what I mean? I'm not up-to-date with the state of the art, though Tom sent me a copy of their new *Bulge* and said that's state of the art. (**Jack** He did?) But the feeling I had in the mid-

seventies was that everything was really a take-off of the fundamental design I had originally done. I'm not knocking the, they've improved in many ways, but the fundamentals are the same things I designed 10 or 15 years before. (**Jack** Oh, definitely) And I designed what I considered to be a second generation approach. Maybe Avalon-Hill will publish it, maybe I'll do it myself.

Jack This game. Is it similar in subject to *Tactics II*?

Charles No. It's more a system than a game; we used *Stalingrad* as a base if I remember rightly. It's the type of design you come out with when you've got an educated audience already out there; you haven't got to explain the fundamentals.

Jack One other thing I'm curious about. What have you carried away from this experience?

Charles Avalon-Hill? I learned how to run a business. You don't learn how to run a business when things are going well, you learn how when things are not going well. And that is it in a word. That is what business is all about. If you want an analogy to war, you learn the defense as well as the attack. The same principle in business. Bankruptcy rate is the same now as it was in 1933. I'm not on the list.

Incidentally, something else I learned at Avalon-Hill: there should be no outside investment. My present company, Barnard and Roberts, is only a fraction of the size it would be if I had taken outside investment, but I wanted to build a family company. You have to define what you personally are looking for. I made it very well in big corporate life, but then I simply got to reading reports. I'm a good field troop, I'm not a good senior officer. I don't like reading reports. I wrote too many of those bullshit reports myself.... I want to know what is going on, I like to be in the field. **Jack** In those early days, the art work, was that done in-house?

Charles By Warren Summerville. My art director to this day, though he's semi-retired now. He won many a prize for it.

Jack You knew an Avalon-Hill box when you saw it.

Charles Yeah, and I think that's important. Of course you generally knew an *S & T* box too. Simonsen, is that his name? He did an outstanding job over the years. I never met him, in fact I never met the other one either. What is his name? (**Jack** Jim Dunnigan). I wanted to meet them both, but I hate New York City. I took an oath about 13 years ago never to go into that goddamn place again, and I've only broken it once.

Jack Well, Dunnigan will be at ORIGINS this year. Simonsen went to TSR when SPI folded, but that didn't last.

Charles Is that a successful company, TSR?

Jack Oh, very. They are the *Dungeons & Dragons* people. They have their problems, but they are very successful.

Charles Apparently this sci-fi has taken on quite a bit.

Jack Yes, Historical wargaming is still growing slowly, but fantasy is much bigger.

Charles I'll give you a little caution. Watch your demographics. There are fewer kids out there. That is going to have an impact on this business.

Jack Yes, though that's more likely to hit fantasy sales than historical games. Well, thank you for your time Charles, it's been interesting. I hope we see that second generation game before too long.

NEVER CALL RETREAT

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NOTE: One six-sided die is needed to play the game.

I. INTRODUCTION

Never Call Retreat re-creates the first day's action between the Northern forces of the Army of the Potomac and the Southern forces of the Army of Northern Virginia during their classic three-day confrontation at Gettysburg. The intention of this design is to provide a wargame on this popular subject which can be played in one sitting either between two players or solitaire.

The mapboard is a diagrammatic representation of the terrain over which the action was fought. Superimposed on this is a grid of hexagons, hereafter referred to as *hexes*, which regulate movement and combat. Each hex equates to an area approximately 200 yards across. The $\frac{1}{2}$ " die-cut counters represent the actual military



formations which took part in the battle, and bear the names of Brigade and Division commanders. The game is played in turns, each covering one hour of real time.

Never Call Retreat focuses on those tactical aspects that distinguish Civil War battles from those of other wars, specifically as these aspects apply to the unique operational situation the opposing armies found on the first day at Gettysburg. In order to achieve this, operational and tactical features have been combined into one game system. Such tactical elements as ranged artillery fire, counter-battery fire, unit morale, and disorganisation are employed to depict problems faced by Civil War commanders such as firepower versus unit density, manpower distribution along a front, organisational attrition, and reserves. But the game moves more at an operational-level pace since there is no ranged fire or separate fire and melee phases for infantry, the smallest formation identified is the brigade, and demoralisation is at Division or Corps level.

II. THE UNIT COUNTERS

The $\frac{1}{2}$ " die-cut counters will hereafter be referred to as *units*. There are four types, distinguished by the silhouette in their center. Union units are blue, Confederate units are grey, and each is printed on both sides, indicating two different states of the same unit.



A. Infantry

Division Commander		set-up number	Brigade Commander
combat factor	corps	morale factor	
Division Commander		disordered combat factor	disordered morale factor

Each Brigade consists of between one and four units, and each unit bears a combat factor and a morale factor both on its formed and its disordered side. These factors are, respectively, a numerical assessment of the unit's combat effectiveness and of its enthusiasm and discipline, and the unit operates with whichever factors are currently face-up.



IMPORTANT: DISORDERED UNITS ARE DISTINGUISHED FROM FORMED UNITS BY THEIR LACK OF A SET-UP NUMBER IN THE TOP RIGHT-HAND CORNER. (This also applies to cavalry).

B. Cavalry

Division Commander		set-up number	Brigade Commander
attack combat and morale factor			defense combat factor
Division Commander		disordered attack combat and morale factor	Brigade Commander disordered defense combat factor

Cavalry have formed and disordered sides in the same way as infantry, but the two numbers in the bottom corners have different meanings. Cavalry uses different combat factors for attacking and defending, and its attack combat factor (bottom left) is also its morale factor.

C. Artillery

corps		set-up number	Bombardment factor
Bombardment factor (9-10 hexes range)			Bombardment factor (1 hex range)
corps		defense factor	

The two sides of artillery units have different meanings to those of infantry and cavalry. There is no disordered side, but rather a 'cannister only' side, which indicates that the unit has either used its ranged fire capability or been prevented from doing so.

The three factors on the bombardment side are the unit's firepower at various ranges; while 'cannister only', the unit can only defend. All artillery always has a morale value of 4.

D. Horse Artillery



BOMBARDMENT CANNISTER ONLY

For game purposes, horse artillery is identical to normal artillery in all respects other than its movement allowance (see Section VII). With this exception, where the term "artillery" occurs in the rules, it includes both normal and horse artillery. Horse artillery are not considered as cavalry for any purposes.

III. PREPARATION FOR PLAY

1. *Never Call Retreat* can be played between two players or solitaire. For the sake of convenience, all references to play procedure will imply that there are two players.
2. One player controls the Union forces of the Army of the Potomac and the other player controls the Confederate forces of the Army of Northern Virginia. Each player places the units of his army on their appropriate spaces on the Turn Record Track, as indicated by their set-up numbers. This informs each army commander of the game-turn that his units arrive on the map, where they arrive (the capital letter shown), and how many movement points each is limited to on its turn of arrival.
3. The only units that begin the game on the map are the Union cavalry units and horse artillery unit. The units of Gamble's cavalry brigade and the horse artillery are placed within five hexes west of the town of Gettysburg. The units of Devin's cavalry brigade are placed within five hexes north of the town.
4. The Game-Turn marker is placed in the first turn (7:00 a.m.) box of the Turn Record Track (located on the mapsheet), with the Confederate (CSA) side of the marker facing up.
5. All infantry and cavalry units which begin the game on board or enter as reinforcements do so with their formed side face-up. All artillery begin with their bombardment side face-up (but see Rule IX.5).

IV. SEQUENCE OF PLAY

A. General Principles

1. *Never Call Retreat* is played in turns, each game-turn being divided into two distinct player-turns, one Confederate and one Union. The Confederate player-turn always comes first in each game-turn.
2. The player whose player-turn is in progress at any point is referred to as the phasing player, and his units as phasing units. His opponent is termed the non-phasing player.
3. The Game-turn marker has two sides to indicate which player-turn is currently in progress. At the end of each Confederate player-turn it is flipped over to the Union side; at the end of each Union player-turn it is flipped over to the Confederate side and advanced to the next game-turn.
4. The game lasts up to 14 game-turns, at the end of which victory (Section XVII) is determined.

B. Summary of Activity in the Player-Turn

Each player-turn is subdivided into four phases which are always carried out in the same sequence, as follows:-

1. MOVEMENT PHASE

The phasing player moves his units on the mapboard and brings on any reinforcements due that turn. The non-phasing player may not move any units.

2. BOMBARDMENT PHASE

i) Phasing artillery units may use ranged fire to bombard enemy-occupied hexes; non-phasing artillery may simultaneously conduct counter-battery fire against the bombarding units.

ii) Non-phasing artillery which did not counter-battery fire may then bombard enemy-occupied hexes which are adjacent to some friendly (non-phasing) unit. Phasing artillery may not counter-battery fire.

Results of all bombardment attacks are applied as each is resolved. Each artillery unit is flipped to its 'Cannister Only' side as it fires.

3. COMBAT PHASE

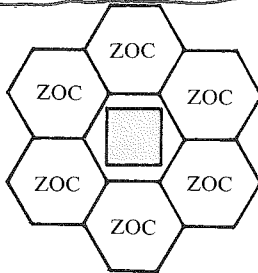
- i) Non-phasing artillery units may withdraw one or two hexes if enemy units are adjacent.
- ii) Each combat between adjacent opposing units is resolved individually, in any order the phasing player desires. The result, including retreats and advances, is applied immediately before moving on to the next combat.
- iii) Once all combats have been resolved, the phasing player has the option to withdraw one or two hexes any of his units which are still adjacent to enemy units. No non-phasing units may pursue.
- iv) The non-phasing player then has the option of withdrawing one or two hexes any of his units still adjacent to units of the phasing player. As each such withdrawal is made, eligible units of the phasing player may pursue.
- v) This concludes one round of combat. If any opposing units remain adjacent then play returns to step (i) above and the process is repeated. Any number of combat rounds may be fought, until no opposing units remain adjacent, at which point the Combat Phase is concluded.

4. RALLY PHASE

- i) All artillery units of both players are flipped back to their bombardment side.
- ii) All disordered infantry and cavalry units of the phasing player (only) which are not demoralised are flipped back to their formed side (see Section XV.A).
- iii) The phasing player reorganises those of his broken units which are eligible, and records permanent losses on his demoralisation tracks (see Section XV.B).

V. ZONES OF CONTROL

1. Every unit has a Zone of Control, hereafter abbreviated to ZOC, consisting of the six hexes immediately surrounding the hex it occupies. Units entering an enemy ZOC during any phase must immediately cease movement in that hex.



2. Units may only leave enemy ZOC during the Bombardment or Combat phases (see Section XIV). It is impossible for a unit to begin its Movement Phase in enemy ZOC.
3. Enemy ZOCs are never negated by the presence of friendly units, nor is there any additional effect when several units exert a ZOC into the same hex.
4. Artillery units, and units whose parent organisation is demoralised (Section XV.C), may never voluntarily enter enemy ZOC.

VI. ZONES OF INFLUENCE

1. Every unit exerts a Zone of Influence out to a given distance from the hex it occupies, but only in those hexes to which it has an unblocked Line of Sight (Section XI). Zones of Influence affect the movement mode (Section VIII) of enemy units; they have no effect on friendly units.
2. There are two types of Zones of Influence:-
 - i) All units project a PRIMARY Zone of Influence to a distance of THREE HEXES.
 - ii) Artillery units (only) also project a SECONDARY Zone of Influence out to EIGHT HEXES distant.

3. For this and all other purposes where calculation of range is necessary, count the hex containing the target but not the hex from which range is being counted.

VII. MOVEMENT

1. In the Movement Phase, the phasing player may move as many or as few of his units as he wishes; all, some or none. Units may move singly or as a stack, tracing a path from hex to hex in any direction or combination of directions.
2. As a unit or stack moves it expends movement points for each hex entered; dependant solely on the mode (Section VIII) it is moving in. Terrain has no effect on movement. Movement is limited by the unit's movement allowance, and it may not enter a hex if it would exceed this allowance in doing so.
3. The movement allowance for all infantry and artillery units is TWENTY movement points; for cavalry and horse artillery it is TWENTY-EIGHT movement points. These allowances may not be accumulated from turn to turn, nor may they be transferred from one unit to another.
4. The movement of a single unit or stack must be completed before any other friendly unit is moved. Units may move through hexes containing other friendly units, in excess of the stacking limits of Section X, but may never enter an enemy-occupied hex.
5. Units are permitted to leave the mapboard by expending the number of movement points appropriate to their current mode to move from a mapboard-edge hex. Units which leave the mapboard may not re-enter.
6. If at any stage in its Movement Phase (including the start of it) a unit is in a hex which is within two hexes of an enemy unit and in that unit's Zone of Influence, and the phasing unit intends to attack in the Combat Phase of that player-turn, then it must move from there directly into a hex in that enemy Zone of Control. (That is, the next hex entered must be one in the ZOC of the unit, or one of the units, exerting the Zone of Influence).

VIII. MOVEMENT MODES

1. All units moving in the Movement Phase do so in one of three modes. The mode is not signified on the counter in any way; the unit simply selects the mode appropriate to its circumstances.

2 (i) ROAD MODE

A unit may use Road mode only when moving from one road hex to another along the path of the road, where the hex being entered is not in enemy Zone of Influence (either primary or secondary). A unit expends ONE movement point for each hex entered in Road mode.

Where two roads pass through the same hex, a unit may freely switch roads. Town hexes do not count as road hexes.

(ii) COLUMN MODE

A unit using Column mode expends TWO movement points for each hex entered, and may not enter any hex in enemy primary Zone of Influence.

(iii) BATTLE MODE

A unit in Battle mode expends FOUR movement points for each hex entered. Only units in Battle mode for their entire Movement Phase may enter enemy ZOC.

3. Units may freely switch modes any number of times during their Movement Phase at no extra

cost in movement points.

4. A unit which was in enemy primary Zone of Influence at any time during its Movement Phase if flipped to its disordered side at the end of its movement (units already disordered suffer no additional penalty), unless it used Battle mode for the whole of its movement. This apart, mode has no effect on combat and the mode in which a unit ends its movement is immaterial.

IX. REINFORCEMENTS

1. Reinforcements appear as indicated by the Turn Record Track, in the Movement Phase of the appropriate player-turn. Their entry may not be deliberately delayed or withheld.

2. The point of entry of reinforcements is given by a capital letter on the Turn Record Track corresponding to one of seven hexes indicated on the map. (There are two hexes shown for entry point B and the Confederate player may enter eligible units at either or both of these hexes). Should the indicated entry hex be occupied by or in the Zone of Control of an enemy unit, the reinforcements enter instead at the nearest unblocked map-edge hex not in enemy Zone of Control.

3. (a) Some reinforcements have a reduced movement allowance on their turn of entry, as shown on the Turn Record Track.

(b) Additionally, reinforcements which enter at the same hex in the same turn must all use the same mode in the entry hex, and must enter sequentially, reducing their movement allowance by the sum of movement points expended in that entry hex by all preceeding units which used it that turn.

(Players should imagine reinforcements lined up "in column" off the mapboard prior to entry).

4. Reinforcement units enter singly, not as stacks, and are subject to normal stacking restrictions at the end of their movement. Any reinforcements prevented by stacking or movement restrictions from entering the mapboard on their scheduled turn have their entry postponed to the following turn. They would then have their full movement allowance available but would still be subject to Rule 3(b) above.

5. Artillery units are considered to have expended the unused portion of their movement allowance offboard for the purposes of determining whether they can fire (Rule XII.A.2).

6. The Confederate player has the option of whether or not to bring on his Cavalry Brigade as a reinforcement, at 3pm or any turn thereafter. See Rule XVII.4.

X. STACKING

1. Stacking refers to the ability of more than one friendly unit to occupy the same hex. The following limits apply only at the end of each phase and at the end of each round of combat.

2. Stacking limits per hex; either two infantry, or two cavalry, or three artillery units may occupy the same hex. One artillery counter may be added to an infantry or cavalry stack, but infantry and cavalry may never stack in the same hex.

3. At the end of the Movement Phase (only), Confederate units may be stacked only with other units of the same Division, and Union units may be stacked only with other units of the same Corps.

Confederate artillery that has only a Corps designation may stack with any Division of that Corps.

4. The order in which units are stacked in a hex is

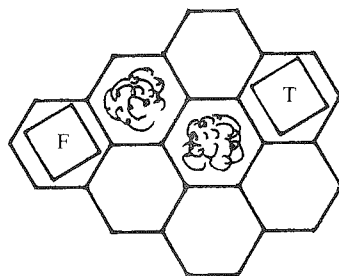
relevant for Combat purposes (see Section XIII) – the top unit is considered to be "in front". This order of stacking may only be altered during the friendly Movement Phase.

An artillery unit stacked with infantry or cavalry must always be the bottom unit of the stack.

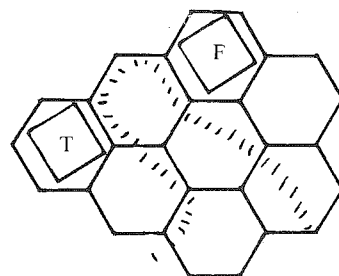
XI. LINE OF SIGHT

1. Line of Sight, hereafter abbreviated to LOS, details the ability of one unit to see another in order to project a Zone of Influence, to bombard, or to execute counter-battery fire (EXCEPTION: see XII.4).

2. Terrain levels on the map are identified by color – see the terrain on the map. Bear in mind that these are comparative terms – the ground of the battlefield slopes only very gently.



No LOS exists from firing unit (F) to target (T), as this is blocked by woods.



LOS from F to T is blocked by intervening high level hex.



3. LOS is traced from the center of the firing or sighting hex to the center of the target hex, and is obstructed if any blocking terrain (see below) intervenes. LOS is also obstructed if it passes directly along a hexside of a blocking-terrain feature.

4. Only intervening hexes and hexsides can block LOS. Hexes occupied by firing/sighting and target units never block their LOS and hence LOS between adjacent units is never blocked.

5. LOS is always mutual; if unit A can see unit B, then unit B can see unit A.

6. LOS between units on the same terrain level is blocked if-

- a woods or town hex on that level intervenes, or
- any higher-level terrain intervenes.

Woods and town hexes never block LOS between units which are both on a higher level.

7. LOS between a unit on high level and one on low level is blocked if any of the following intervene:-

- a woods hex on high level, or
- any hill-level terrain, or
- any other high-level hex which is not adjacent to the unit on high level, or
- a woods or town hex on low level which is adjacent to the unit on low level.

8. LOS between a unit on hill level and one on high level is blocked if any of the following intervene:-

- a woods hex on hill level, or
- any other hill-level hex which is not adjacent to the unit on hill level, or
- a woods hex on high level which is adjacent to the unit on high level.

9. LOS between a unit on hill level and one on ground level is blocked if any of the following intervene:-

- a woods hex on hill level, or
- any other hill-level hex which is not adjacent to the unit on hill level, or
- a woods or town hex on low level which is adjacent to the unit on low level, or
- a woods hex on high level which is within two hexes of the unit on low level, or
- any other high-level hex which is adjacent to the unit on low level and is not part of the same hill as the hex occupied by the unit on hill level.

For this purpose, a high-level hex is part of the same hill as the hill-level hex if the LOS from the hilltop crosses no low-level hex or hexside before intersecting the high-level hex.

10. LOS is never affected by the presence of units (of either side) in intervening hexes.

However, artillery may not fire through a hex containing other units unless that hex is on a lower level than the firing unit. (Hence the reciprocal principle of Rule 5 above does not necessarily apply to firing). EXCEPTION: see XII.A.4.

11. Artillery fire is never blocked by the presence of other units in either the firing or target hex.

XII. ARTILLERY FIRE

A. Bombardment

1. Each artillery unit may fire once per player-turn (twice per game turn), in the Bombardment Phase. Each unit is inverted as it fires, and turned face-up again in the Rally Phase of that player-turn.

2. Artillery units of the phasing player may not fire if they expend half or more of their movement allowance in the immediately-preceding Movement Phase. Invert such units as they move to signify this.

3. Artillery may fire at targets in adjacent hexes or up to ten hexes distant (they are the only units that may attack non adjacent enemy units). All artillery units have identical firepower strengths – '4' at a range of one hex, '2' at a range of two to eight hexes, and '1' at a range of nine or ten hexes.

4. In order to fire, an artillery unit must have a clear LOS (Section XI) and line of fire (XI.10) to the target hex.

There is just one EXCEPTION to this: artillery may bombard an enemy unit or stack which, although not currently in the artillery unit's line of fire, was in its line of fire at some point in the immediately-preceding Movement Phase. If the

target moved, such fire is resolved as though it occurred in the hex the artillery had a line of fire to, although any effect is applied to the target in the hex it currently occupies.

This for example allows phasing artillery to bombard enemy units whilst friendly units are moving up, and non-phasing artillery to bombard enemy units as they approach.

5. Unless it is conducting counter-battery fire, an artillery unit must always fire at the closest permissible target. Where two or more targets are equidistant, the firing player may choose between them.

6. Non-phasing artillery which is not conducting counter-battery fire may fire only at enemy units which end their movement in the ZOC of some non-phasing unit. Units not in such a ZOC are not "permissible targets" for the purposes of Rule 5 above.

7. In certain circumstances the firepower of more than one artillery unit may be combined against a single target.

i) An artillery unit firing at an adjacent hex may not combine its firepower with any other unit.

ii) At a range of two to eight hexes, the firepower of all the artillery units in a single hex may be combined.

iii) At a range of nine or ten hexes, the firepower of all artillery units in any two adjacent hexes may be combined.

8. Artillery firepower may be modified by terrain or other considerations. These modifiers, all cumulative, are listed on the Bombardment Table, and where the firepower of more than one unit has been combined, apply to the group as a whole.

9. No artillery unit may fire more than once in a single Bombardment Phase. The same hex may be the target of more than one bombardment attack, but only if the second attack traces its LOS through a *second front* hexside of the target (see Section XIII.B).

10. Each unit may be fired on in only one hex during the Bombardment Phase, and thus no unit may be subjected to more than two bombardment attacks in a single Bombardment phase.

11. BOMBARDMENT PROCEDURE

Each bombardment attack is resolved as follows:-

Determine the artillery firepower for the range to the target. Add the firepower of all participating units. Make the necessary modifications (including counter-battery) to the total firepower. Roll one die and cross-index the result with the appropriate column on the Bombardment Table.

B. Effects of Bombardment

1. Bombardment affects all of the units in a target hex, and all units being bombarded must individually check morale (EXCEPTION: counter-battery fire). The result obtained from the Bombardment Table is a modifier to be added to the die-roll of units checking morale; where the result is '0' the units must still check morale, but with no die-roll modifier.

2. Units which check morale do so by rolling one die and adding the figure from the Bombardment Table. If the result is equal to or less than the unit's morale, it has passed its morale check and is unaffected. If the result is higher than the unit's morale it has failed its morale check and is flipped over to its 'disordered' side.

A unit which is already disordered and fails a further morale check must instead retreat two hexes (EXCEPTION: see XVI.5). All bombardment results are applied immediately, before resolving the next bombardment attack.

3. All artillery units of both sides have a morale of '4'.

An artillery unit which fails a morale check is flipped over to its 'cannister only' side (thus preventing it firing in that phase if it has not done so already), or retreats two hexes if already 'cannister only'.

C. Counter-Battery Fire

1. Only the non-phasing player may conduct counter-battery fire. An artillery unit conducting counter-battery fire need not itself be the target of any bombardment, but must have a LOS to the unit it is firing at.

2. Counter-battery fire is resolved simultaneously with the phasing player's bombardment attacks. As the phasing player announces each bombardment attack, but before he rolls the die, the non-phasing player indicates which of his artillery units will execute counter-battery fire against those bombarding units. The effect of the counter-battery fire is calculated, and the original bombardment attack then goes ahead.

3. The firepower of units employing counter-battery is calculated in exactly the same way as firepower for bombarding units, including range, modifications, eligibility for combining fire, and LOS. The target does not have to be their closest one, but a phasing artillery unit may be subject to more than one counter-battery attack only if the LOS of the second crosses a *second front* hexside.

4. No die is rolled for counter-battery fire. The total modified firepower is simply deducted from the firepower of the bombarding artillery. Thus counter-battery fire can never prevent bombardment; it merely reduces the firepower strength, possibly to a negative value.

XIII. COMBAT

A. General Principles

1. Combat is mandatory between opposing units in hexes adjacent at the start of any combat round. Irrespective of the overall strategic situation, the phasing player is referred to as the attacker, his opponent as the defender.

2. At least one phasing unit must attack from each hex adjacent to the enemy at the start of a combat round, and all adjacent hexes containing enemy units must be attacked by some phasing unit. Within this restriction, multi-unit/multi-hex combat is freely permitted – a phasing unit may attack enemy units in more than one adjacent hex, and one hex can be attacked from more than one adjacent hex, so long as all attacking units are adjacent to all defending units.

3. Only one infantry or cavalry unit may attack from a hex, and it must be the top unit in a stack. A second formed (i.e. not disordered) infantry unit in the attacker's hex may support the attack and has the effect of increasing the attacking unit's combat factor by THREE (though at the risk of increasing the attacker's losses – see XIII.D.3).

4. Only one unit, again the top unit in a stack, may defend against a one-direction attack (see Section XIII.B). There is no bonus for having another defending unit in the hex, unless it is artillery (XII.E.3).

5. No phasing unit may attack more than once, and no hex may be attacked more than once, in a single combat round.

B. One-Direction and Two-Direction Attacks

1. A one-direction attack is an attack on a single hex from just one hex, or from two hexes adjacent to one another. A two-direction attack is an attack on a single hex from two or more hexes at least two of which are not adjacent to each other. (This

broadly represents the concept of an attack on a unit's flank).

2. For artillery fire purposes, a second front hexside is one which is not adjacent to any hexside of the target through which the LOS of the first attack passed. Where lines of sight intersect the target hex at a corner, apply the principle that they must intersect each other at an angle greater than 60 degrees for the second attack to qualify.

3. Where a two-direction attack is being made against a hex defended by only one infantry or cavalry unit, or by artillery alone, the attacker receives a bonus of three combat factors.

4. Where a two-direction attack is being made against a hex containing two infantry or cavalry units, both may defend and their combat factors are totalled so that the battle is resolved as a single attack. The attacker does not receive the three combat factor bonus.

5. There is no such thing as a "three-direction attack", nor may two infantry or cavalry units both attack from a single hex by doing so via non-adjacent hexsides.

C. Combat Procedure

1. In addition to the bonuses already mentioned, the combat factor of both attacker and defender may be modified by effects of terrain. All modifiers are summarised on the Combat Results Table.

2. The phasing player may resolve the combats in each round in any order he chooses. The result of each combat is applied immediately, before moving on to the next.

3. To resolve each combat, total the combat factors of all attacking units and apply any appropriate modifiers to this total. Then do the same for the defending units and subtract this total from the attacker's total to produce a combat differential from -7 to +10. Roll one die and cross-index the die roll with the appropriate column on the Combat Results Table to read off the result.

4. Combat differentials of greater than +10 are treated as +10. Combat differentials of less than -7 are treated as -7.

D. Combat Results

1. Combat results are shown in the form of two symbols separated by an oblique (/). The result before the oblique applies to the attacker, that after the oblique to the defender. A dash (-) indicates there is no effect.

2. Where units are attacking from or defending in more than one hex, 'D', 'R', and 'B' results apply only to one hex – friendly units in other hexes are unaffected. The owning player chooses which hex is affected, except that it must if possible be one containing two infantry or cavalry units which were both involved in the combat.

3. Combat results explained in this subsection apply only to infantry and cavalry units. See XIII.E for the effects on artillery of combat.

4. DISORDERED (D)

one unit (the top unit in a stack) is flipped over to its disordered side. If a second unit in the attacker's hex supported to attack then it too is disordered. Any units already disordered must instead retreat two hexes.

5. ROUTED (R)

The effects of Disorder apply as above, and in addition the affected unit(s) must retreat (if not already required to do so). Further, any retreating infantry units already disordered must check morale (see XII.B.2 – there is no die-roll modifier here), and if they fail are broken instead.

6. If the 'D' or 'R' result is circled on the Combat Results Table, and the attacking unit was being

supported by a second unit in the hex, then the result is applied only to the supporting unit. The attacking unit itself is broken instead.

7. BROKEN (B)

All units in the hex which took part in or supported the attack are temporarily removed from play and placed in the 'Available for Reorganisation' box on the mapboard, provided the parent organisation is not demoralised (Section XV.B). If the parent organisation is demoralised, then all broken units are eliminated instead.

E. Artillery in Combat

1. At the start of each combat round, before any combat is resolved, all *non-phasing* artillery units adjacent to the enemy may, at the non-phasing player's option, withdraw one or two hexes. Withdrawing artillery units are flipped to their 'Cannister only' side if not so already.

2. Artillery in combat always defends with its cannister strength. If not already cannister side-up it is flipped over to this side when the combat comes to be resolved.

3. Non-phasing artillery which remains stacked with infantry or cavalry in melee combat may add its cannister strength of four to the combat strength of one defending unit. It cannot by itself negate a two-direction attack.

4. Artillery alone in a hex defends with a cannister strength of '4', regardless of the number of artillery units. It can defend in only one direction (and hence cannot prevent the attacker getting the bonus for a second front attack), but only one artillery unit in the hex can be affected by the combat.

5. Artillery cannister strength can only be used to defend.

Phasing artillery units never contribute to the combat strength of attacks in any way.

6. Artillery units of either side may be affected by combat results applied against the hex they occupy:-

i) Artillery in a hex is eliminated by any 'D', 'R', or 'B' result. Note from Rule 4 above that only one such unit per hex can be so affected in a single combat round.

ii) Artillery stacked with infantry or cavalry is unaffected unless all other units in the hex are retreated, broken, or eliminated by that combat, in which case it is eliminated.

XIV. COMBAT PHASE MOVEMENT

A. Retreats

1. Retreats are always forced, either by bombardment or combat, and occur in the following circumstances:-

i) a disordered unit fails a bombardment morale check (XII.B.2).

ii) a disordered unit receives a 'D' combat result.

iii) any unit receives an 'R' combat result.

2. Units are always disordered after they retreat (flipped to 'Cannister only' side in the case of artillery).

3. Artillery units may only retreat as a result of bombardment (XII.B.3). They may not retreat as a result of combat, and in circumstances where they would otherwise be forced to do so are eliminated instead.

4. Retreats are always conducted by the owning player and, unless blocked by enemy ZOC (rule 5 below), are always of two hexes - never more. A retreating unit may not retreat into or through enemy-occupied hexes, and if completely surrounded by such hexes is eliminated instead.

5. A unit may not retreat *through* a hex in enemy

ZOC. It may retreat *into* a hex in enemy ZOC, but only if no other retreat route is available, and there it must stop, even if it has only retreated one hex.

6. Units retreat according to the following order of priorities as far as possible:-

i) to a hex not in enemy ZOC.

ii) two hexes away from where they started.

iii) to a hex where stacking limits would not be exceeded.

7. Units in a hex always retreat one at a time, starting with the top unit, and are placed on top of the stack if they retreat to an already-occupied hex. (Thus two units retreating both to and from the same hex will reverse their stacking order).

EXCEPTION: Artillery units are always placed on the *bottom* of stacks they retreat onto.

8. A unit which is obliged to end its retreat in a hex already stacked to capacity 'displaces' the bottom infantry or cavalry unit already in the hex. The displaced unit becomes disordered and conducts a retreat of its own (possibly in turn displacing another unit, and so on).

9. Displacement is only permitted if the displaced unit can retreat into a hex not in enemy ZOC. If such displacement is not possible the original retreating unit must find an alternative retreat route or be eliminated instead.

10. Artillery cannot be displaced; a unit which retreats to a hex occupied by two or three artillery units in effect displaces itself and must retreat again.

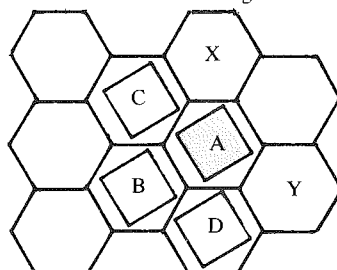
B. Advance

1. Advance may occur during a combat round if all defending units in a hex are retreated, broken, or eliminated in combat. Only the phasing player has the option to advance, and may only do so with undemoralised infantry and cavalry units.

2. Subject to rule 1 above, the units which may advance are those in hexes from which the attack was made (regardless of whether or not they are disordered or currently in enemy ZOC), and those formed units in hexes adjacent to hexes from which the attack was made, and which are not in enemy ZOC.

3. Advancing units move just one hex, into the hex vacated by the defender or any hex adjacent to it. Units may advance into enemy ZOC but may not, of course, participate in another attack in that combat round.

4. Advances must be made immediately, before the next attack is resolved, and no unit may advance more than once in a single combat round.



Units B, and C attack A, which is eliminated. B, C and D may therefore advance. C may advance to the hex previously occupied by A or to hex X; D may advance to the hex previously occupied by A or to hex Y; B may advance to any of the hexes previously occupied by A, C, or D (subject to stacking limits).

C. Withdrawal

1. Withdrawals are always voluntary, and occur at the end of each combat round, after all combat has been resolved. The phasing player conducts all his withdrawals first, followed by the non-phasing player.

2. Only units adjacent to the enemy after all combat is resolved may withdraw. Only the non-phasing player may withdraw artillery units.

3. Units are withdrawn one at a time, and each withdrawal may be of one or two hexes at the owning player's option. Units withdraw one at a time and are placed on top of the stack if they withdraw into an already-occupied hex. (EXCEPTION: Artillery units are placed on the bottom of stacks they withdraw to).

4. Units may not withdraw into or through enemy-occupied hexes or enemy ZOC. Units may withdraw into or through friendly-occupied hexes, but may not end their withdrawal in such a way that stacking limits are exceeded (there can be no 'displacement' resulting from withdrawal).

5. All withdrawing units become disordered (artillery flipped to 'Cannister only') if they are not so already.

D. Pursuit

1. Only the phasing player may conduct pursuit, and only with formed, undemoralised, infantry and cavalry units.

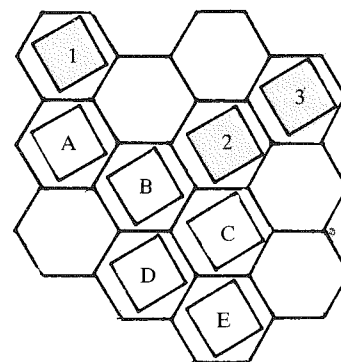
2. Pursuit is similar to advance, but is conducted in response to the non-phasing player's withdrawal (XIV.C) rather than retreat (XIV.A). It is voluntary, and carried out as each non-phasing unit withdraws.

3. Pursuit can only occur when a hex is left vacant by the non-phasing player's withdrawal, and, subject to rule 1 above, the units which may pursue are those in hexes adjacent to the vacated hex which are not now in enemy ZOC.

4. In addition, any other phasing units not in enemy ZOC which are adjacent to units which pursue, may themselves pursue. This may in turn enable units adjacent to them to pursue, and so on in a sort of chain reaction.

5. Pursuing units move just one hex, and no unit may pursue more than once per combat round. A unit may pursue even if it advanced during that combat round.

6. Pursuing units may move into enemy ZOC, and in doing so ensure the initiation of a further round of combat.



Unit 2 withdraws, making units B and C eligible for a one hex *pursuit*; A is not able to pursue as it is in the ZOC of unit 1. D and E are eligible for pursuit, being adjacent to B and/or C. If any unit ends its pursuit adjacent to unit 3, further combat will ensue in the next round of combat.

XV. DISORDER, REORGANISATION, AND DEMORALISATION

A. Disorder

1. Infantry and cavalry units may become disordered as a result of bombardment, combat, or of enemy Zone of Influence (VIII.4) and are flipped to their 'disordered' side to indicate this status.

2. Disordered units may freely enter enemy ZOC during movement, but may never pursue, and may advance only into a hex vacated by an attack which they, or some other unit in their hex, took part in.

3. Units automatically recover from disorder in their own Rally Phase, provided their *parent organisation* (XV.V.3) is not demoralised. Units whose parent organisation is demoralised never recover from disorder.

B. Reorganisation

1. Infantry and cavalry units which are 'Broken' in combat are removed from the mapboard and remain in the 'Available for Reorganisation' box until they can be reorganised in any Rally Phase of the owning player.

2. Reorganisation is accomplished by 'combining' two broken units from the 'Available for Reorganisation' box. One unit is placed back on the map; the other is permanently eliminated from play and placed on the demoralisation track of its parent organisation.

3. PARENT ORGANISATION

Units can only combine for reorganisation if they have the same parent organisation – the higher level formation commanding them. For Confederate units the parent organisation is the Division, for Union units it is the Corps, and for this purpose the Union Reserve counts as a separate Corps.

4. Where possible, units combined for reorganisation should be of the same combat factor. When this is not possible, the eliminated unit is that with the higher combat factor.

5. Units *must* reorganise if it is possible. A player cannot delay reorganisation to avoid the demoralisation of the parent organisation.

6. Reorganised units are placed on the mapboard disordered-side-up within five hexes of any non-artillery unit of the parent organisation and as far away as possible from the nearest enemy unit.

7. Artillery units are never broken, but rather are permanently eliminated, and hence can never be reorganised. They are *not* placed on any demoralisation track when eliminated (but do affect victory conditions – see Section XVII).

C. Demoralisation

1. An organisation is demoralised when it has permanently lost the number of units indicated on its demoralisation track. Once demoralised, no more units of that organisation may be reorganised, nor may any of its units recover from disorder.

2. Demoralisation takes effect the moment it occurs, and affects all units of the parent organisation (EXCEPTION: Rule 3 below). Demoralised units may never voluntarily enter enemy ZOC, and may not advance or pursue in the Combat Phase.

3. Confederate artillery assigned to a Division is removed from play (but does *not* count as eliminated for victory purposes) as soon as that Division becomes demoralised. Artillery assigned to a Corps (this includes all Union artillery) is never removed from play owing to demoralisation.

Artillery is otherwise unaffected by demoralisation. It is never prevented from reverting to its bombardment side by demoralisation.

D. Elimination

Certain situations call for a unit to be eliminated immediately, rather than broken. Such units are removed from the board and, apart from artillery, are placed directly on the demoralisation track of their parent organisation.

XVI. BREASTWORKS

1. Six hexes on Cemetery Hill have breastwork marks along some of their hexsides. These hexsides serve as breastwork hexsides only if they have been activated by the Union player.

2. All breastworks are activated at the end of the Union Movement Phase when any one division and two artillery units of the XI Corps have remained on the orange hexes of Cemetery Hill for four complete Union Movement Phases. These Movement Phases need not be consecutive, but a Movement Phase is disqualified if any Confederate unit projects a primary Zone of Influence into any breastworks hex.

3. Record the progress of breastworks building by placing the breastworks marker on the breastworks track on the mapboard, advancing it at the end of each qualifying movement phase.

4. Breastworks protect only the hexes in which the marks appear, and only from attacks directed solely across breastworks hexsides. Defending units receive a +3 combat factor modification in this situation (see Combat Results Table).

5. Disordered units in breastwork hexes who fail a morale check caused by a bombardment attack (XII.B.2) need not retreat, provided the LOS from the bombarding artillery crossed a breastworks hexside.

XVII. VICTORY CONDITIONS

1. If, at the end of any Union player-turn, one side has accumulated at least forty victory points *and* has at least twenty victory points more than the other, the game ends immediately and that player is declared the winner. Otherwise, the game ends after the 8pm turn, and the player with the greater total of victory points wins.

2. VICTORY POINT SCHEDULE:

For each enemy artillery unit eliminated	1 VP
For each enemy cavalry unit broken or eliminated	2 VP
For each undemoralised enemy infantry unit broken or eliminated	2 VP
For each demoralised enemy infantry unit broken or eliminated	3 VP
For each enemy infantry unit demoralised but not broken or eliminated	1 VP
For each formed friendly infantry unit on the five hilltop hexes of Cemetery Hill at the end of the 8pm game-turn	2 VP

This last applies to both sides and is per unit, not per hex, so a maximum of 20 VP's may accrue from control of Cemetery Hill.

3. Victory points for infantry and cavalry units broken or eliminated are counted on the number of such units in the 'Available for Reorganisation' box and on the demoralisation tracks at the time. This total may thus reduce as units are reorganised.

4. The Confederate Cavalry Brigade is an optional reinforcement. An extra three victory points are awarded to the Union player as soon as it enters the game.

5. Units which leave the mapboard do not count as broken or eliminated, but count as demoralised if their parent organisation is demoralised.

CREDITS:

Design:	George Schandel.
Development:	Andy Bagley.
Playtesting:	Jamie Adams, Dan Goure, Paul Dobbins, Tony Burley, Michael Geliot, Keith Poulter.
Graphics:	Tim Barrance, Briony Doyle.
Production:	Keith Poulter.

Appendix 1

UNION ORDER OF BATTLE
Army of the Potomac: G. Meade (not present)

I Corps: Reynolds

- Corps Artillery
- Wadsworth's Division
- Meredith's Brigade
- Cutler's Brigade
- Robinson's Division
- Paul's Brigade
- Baxter's Brigade
- Doubleday's Division
- Rowley's Brigade
- Stone's Brigade
- Stannard's Brigade

III Corps: Sickles

- Corps Artillery
- Birney's Division
- Graham's Brigade
- Ward's Brigade

Buford's Cavalry Division

- Attached Artillery
- Gamble's Brigade
- Devin's Brigade

XI Corps: Howard

- Corps Artillery
- Barlow's Division
- Von Gilsa's Brigade
- Ames' Brigade
- Von Steinwehr's Division
- Coster's Brigade
- Smith's Brigade
- Schurtz's Division
- Schimmelpfennig's Brigade
- Krzyzanowski's Brigade

XII Corps: Slocum

- Corps Artillery
- Williams' Division
- McDougal's Brigade
- Ruger's Brigade
- Geary's Division
- Candy's Brigade
- Cobham's Brigade
- Greene's Brigade

Appendix 2

CONFEDERATE ORDER OF BATTLE

Army of Northern Virginia: R.E. Lee

II Corps: Ewell

- Corps Artillery
- Rode's Division
- Daniel's Brigade
- Dole's Brigade
- Iverson's Brigade
- Ramseur's Brigade
- O'Neal's Brigade
- Division Artillery
- Early's Division
- Hay's Brigade
- Avery's Brigade
- Smith's Brigade
- Gordon's Brigade
- Division Artillery
- Johnson's Division
- Steuart's Brigade
- Williams' Brigade
- Walker's Brigade
- Jones' Brigade
- Division Artillery

Jenkins' Cavalry Brigade

Attached Horse Artillery

III Corps: A.P. Hill
 Corps Artillery
 Heth's Division
 Archer's Brigade
 Davis' Brigade
 Pettigrew's Brigade
 Brockenbrough's Brigade
 Division Artillery
 Pender's Division
 Perrin's Brigade
 Lane's Brigade
 Thomas' Brigade
 Scales' Brigade
 Division Artillery
 Anderson's Division
 Wilcox's Brigade
 Mahone's Brigade
 Wright's Brigade
 Lang's Brigade
 Posey's Brigade
 Division Artillery

Appendix 3

TIPS FOR PLAYERS

A. UNION PLAYER

Use the cavalry to hold Heth back from McPherson's Ridge by slowly giving ground – but don't allow the cavalry to become demoralized – they will be needed to hold the flanks later. Keep some counters on Heth's flanks, threatening the rapid deployment of Pender and Rodes when they arrive. Shift Devin over to delay Early after he has delayed Rodes one turn. When the Confederate assault begins, trade ground for time – but not too rapidly – so that the breastworks can be

completed. Once they are, rush the division which constructed them over to either bolster the XI Corps or to stop a turning movement by Early (or Pender). When the line breaks, as it will, and units become isolated at the end of a combat round, avoid retreating them voluntarily as this will allow many formed Confederate units to move up and get into the next combat round (some units will have to be sacrificed this way). Make only limited local counter attacks to consolidate your line. Try to save the First and Second Divisions of the I Corps and the artillery. They should take the brunt of the first assault on Cemetery Hill (even if they are demoralized) so that fresh Union reinforcements arriving at 5.00 and 6.00 p.m. can match the remaining Confederate strength or counter attack the hill if it is lost before 8.00 p.m.

B. CONFEDERATE PLAYER

Pitch into the Union cavalry with Heth's Division, pushing them back west of McPherson's Ridge. As artillery arrives, put them on the high ground on Herr Ridge. Avoid a pitched battle with I Corps until Pender and Rodes are in position. Use some of Heth's units to clear a path for Rodes' Division. Use Early and Anderson to replace divisions that become demoralized attritioning the I and XI Corps – or to force the Union to extend their flanks thereby thinning their line. Maintain continuous pressure and when the I and XI Corps are demoralized, pick off as many as possible before they can retreat to Cemetery Hill. Eliminate any units you can of these Corps if they make a stand short of Cemetery Ridge, even at the cost of demoralizing one of your own divisions. Try to have three undemoralized divisions for the assault on Cemetery Hill – which should begin no later than the 7.00 p.m. turn. If it can be avoided, do not commit Johnson's units until the 8.00 p.m. turn, making every effort to demoralize the XII

Corps with Anderson and Early. Get control of at least two BW hexes before 8.00 p.m. and hold them with Johnson if the Union can still counter attack.

Appendix 4

PLAY BALANCE

If one side seems to win most of the time, the players may agree to handicap that side by increasing or decreasing organizational demoralization where it is deemed most appropriate. Any of the following suggestions may be followed:

1. To aid the Confederate side

- 1) decrease Union I Corps by one
- 2) increase Anderson's Division by one
- 3) increase Johnson's Division by one
- 4) increase Pender's Division by one

2. To aid the Union side

- 1) increase XI Corps by one
- 2) increase Union III Corps by one
- 3) increase XII Corps by one
- 4) decrease Heth's Division by one
- 5) decrease Rode's Division by one

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Range in hexes	Bombardment strength	Units which may combine fire
1	4	One unit only
2-8	2	All units in one hex
9-10	1	All units in any two adjacent hexes

BOMBARDMENT TABLE

die roll	or less -3	-2	-1	0	1	2	3	4	5	6	7	or more 8
1	1	1	1	1	2	2	2	2	3	3	3	3
2	0	1	1	1	1	1	2	2	2	2	2	2
3	0	0	1	1	1	1	1	1	1	2	2	2
4	0	0	0	1	1	1	1	1	1	1	2	2
5	0	0	0	0	0	1	1	1	1	1	1	2
6	0	0	0	0	0	0	0	1	1	1	1	1

MODIFIERS (to total firepower)

Target is:

on higher terrain level

than all firing units

lower than all firing

units and in clear terrain

in clear terrain and no units

friendly to the firer are

intervening*

in woods hex = -1

in town hex = -1

in sunken road hex = -1

behind breastworks = +1

hexside = -2

fired on across a second

front hexside = +3

All modifiers are cumulative

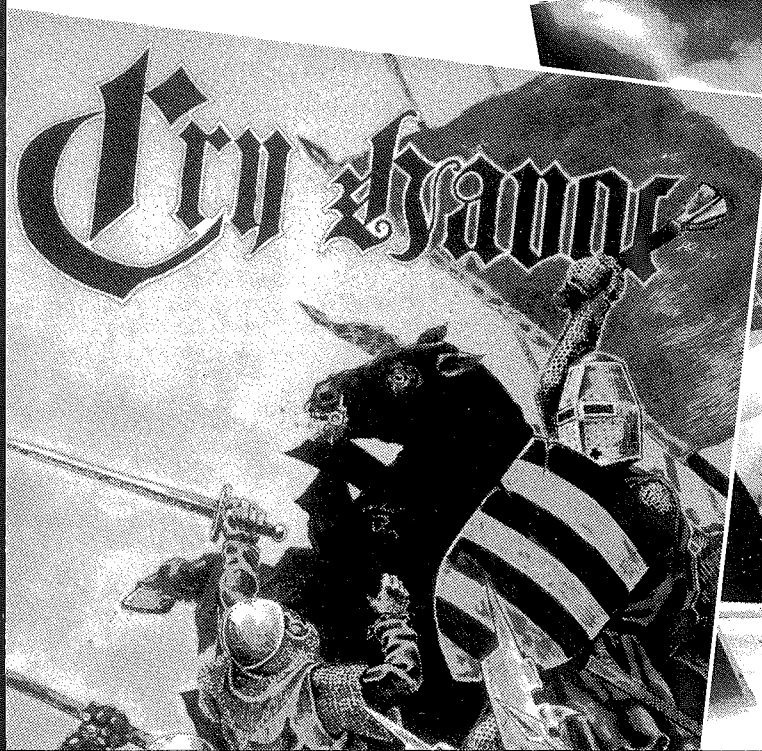
*See rule X1.10.



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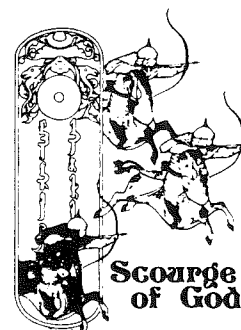


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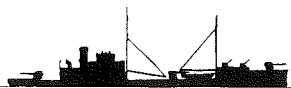
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DECISION AT KASSERINE

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In the following replay, Andy Bagley takes command of the Axis forces, Keith Poulter of the Allies.

Axis player—pregame comments

I've had further thoughts on the game since last I played it. I still favor the concentrated attack by both 10th and 21st Panzer in the South, seizing Sbeitla as early as possible; the chance of delaying Allied reinforcements in the north is too good to miss. However, the temptation to go galloping on from Sbeitla in all directions has to be resisted: it's why Rommel came unstuck, as the individual "fingers" of his advance became too weak to pierce the Allied defense. This time I'll try consolidation after we've taken Sbeitla, moving north to take Hajeb el Aioun and Kef el Ahmar. Then we'll see what the victory conditions hold.

Notice that armor cannot attack the minefield positions in the south, as these are all on mountains. This task must be left to the motorized troops, with artillery and air support. The tanks will press straight down the main road to Sbeitla.

Allied pre-game comments

Andy favors the concentrated southern attack, which suits me fine as I fancy my chances counter-attacking from the north against his extended line of communications stretching back down the Sbeitla-Faid road. Initially, however, as Saul Maskell put it in *Wargamer 23*, *delay* is the name of the Allied game. I'll use my 2 fighter-bomber units to interdict hexes 5522 and 5327; the former blocks the minor road to Axis armor and the latter partially blocks his armored attack on my minefield at 5227



US infantry moves up through the forbidding terrain of Kasserine Pass, towards the sound of the guns. The Axis onslaught was unexpected, but after some initial fumbling Allied reaction was swift and ultimately successful.

(armor can attack this hex, but only along the road). I've also placed all my armor in the south in reserve, though as most of them are likely to be attacked anyway (thus destroying their "in reserve" status), this is pretty academic.

Axis 14 AM

Keith has made a small error in putting the light recon. unit at 5225 rather than 5224; this allows me easy access to his armor on 5125. I've taken up this offer, although attacking 5125 means attacking the minefield positions on 5227 and 4923 at lower odds than I would like. I never know what to do with reserves on the first turn so I haven't bothered with them, preferring to commit the maximum number of units to attack. Supply considerations mean I have to take the minefield positions; they're bound to hold me up a couple of turns but it's a question of overcoming them as quickly as possible.

Learning from past mistakes I have left a small flank guard in the north. Armored units screen the 4929 portion: they can sit adjacent without attacking it (Rule 8.37).

Sneaky trick Department: Armor in 5125 is attacked on the Mobile CRT, permitting a two-hex advance to bring me adjacent to the self propelled (SP) artillery on 4926. This forces the artillery to withdraw its final protective fire (FPF) support before the battle it was supporting is resolved (Rule 9.36).

I've sent a tank unit to 4331 (due west to Birel Hafey), mainly for psychological effect as it doesn't actually threaten a great deal from there. Seems to be worrying Keith, though.

Allies 14 AM

Despite my interdicting the roads over the mountains, 21st Panzer seems to have flooded across. With 10th Panzer striking north from the Maizila Pass, my forward defenders are caught in a devastating pincer. One small bright spot: in attacking my units at 4923 Andy has activated the French unit at 5417 (he ended his movement within 7 hexes of it), and he's also a couple of small units to guard his northern flank, one of which is so positioned as to activate a second French unit.

In my turn I send these 2 activated French units speeding South to

guard my left flank. Other units line the wadi/river line west of Sidi Bouzid, and the line is extended south to deny him the main road running south-west to Bir Hafey: otherwise he can use this to outflank Sbeitla from the south. The 3 minor units at Sbeitla are released on die-rolls, but the 2 stronger units are not: c'est la vie.

Axis 14 PM

Keith has chosen to garrison the line of the Wadi el Naggada, which I don't think is very wise. The US armor is fragile and will not live to fight another day.

I haven't got the strength to attack all three minefield positions at once, so I choose to continue screening 4929. In theory I could do this indefinitely, but in practice I prefer not to leave pockets of resistance behind my lines.

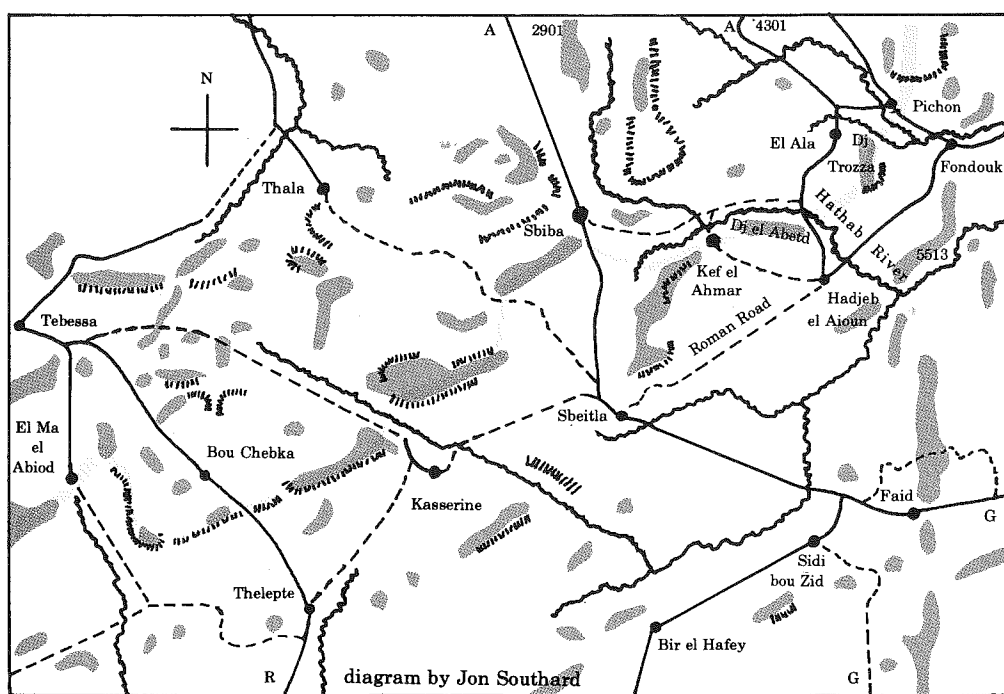
The Stuka unit is invaluable in helping to break the minefield positions, but the fighter bombers have now switched to an interdiction role, delaying the Allied armor trying to move South from El Ala.

Aided by some fortuitous die-rolling the Allied minefield positions on 4923 and 5227 both fall, and the Axis position looks very healthy. I can even afford some reserves this turn to pose an extra threat. I don't think Keith is going to be able to retrieve sufficient units from the Sidi Bou Zid area to hold Sbeitla for very long.

Allies 14 PM

The swift loss of my minefield positions is painful, and that's not all. I reinforced my 4-3-12 armored unit defending the wadi with another armored unit in reserve. I hoped this would cause him some losses, but it was not to be. I was forced to retreat, and his subsequent advance cut off my self-propelled artillery which was in turn attacked at 1:1. This too results in a "defender retreat" (DR) result, which the unit is unable to execute and is instead eliminated. The question is, with the loss of the wadi line, where do I fall back to?

I fall back only 1 or 2 hexes to line 5020-3626; my armored units, having used less than half their movement allowance, are once more "in reserve". Three more armored units moving down from the north are badly delayed by enemy interdiction of the road, but nevertheless reach hex 4719 on the attacker's northern flank. My forward defense screen



Allied comments. I have a defense line consisting of mountains and escarpments along most of its length. There is a gap in the high ground South of Tebessa, in which I'm laying minefields. The Kasserine pass itself is now blocked by a minefield; the Sbibia gap can be blocked by reinforcements about to arrive in strength. The most vulnerable stretch of all is the Dj El Abetd-Dj Trozza sector; I will have to build minefields here and divert some reinforcements to it from the 4301 entry point. Starting with the 18AM turn, 5 out of the next 6 turns have rainy weather. This means rivers are impassable to motorized troops, and the only non motorized troops the Axis has, virtually, are some infantry in the Fondouk area. The Hat-Hab river, back of the Dj El Abetd, thus becomes a major defensive feature for the whole of this period; I should place minefields between this and the Dj Trozza, and also one or two covering the bridges across the river. The Wadi El Gouma, also impassable, links this position with a 3-hex gap in front of Sbibia. I may also be able to hold the whole salient to 5513 – if he doesn't occupy it this next turn: my withdrawal from this area was premature.

consists half of weak French units, half of US armor.

Back at Sbeitla I'm moving artillery into position ready for the defense of the town. Elsewhere various units are moving up to the front, including my first reinforcements.

Axis 15 AM

Keith still refuses to withdraw to Sbeitla, which suits me fine at the moment. Were he to do so I would have to pause before attacking that position. As it is I can engage his armor in open country with vastly superior tank and air forces while the infantry finishes off the defensive position at 4929 and the non-SP artillery moves up. 4929 is easier to capture than the other two positions because the Allied unit there has no remnant status; however, my luck with the die runs out and the defenders survive on a 1 in 6 chance.

After combat has blown away the thin Allied screen defending the Sbeitla-Sidi Bou Zid road, an opportunity exists to race my reserves up to grab the bridge at 3820/3921 before Keith can defend it. Tempting, very tempting, but Keith would certainly counter-attack and the result would be just the kind of strength-sapping melee I am trying to avoid. (Many Allied units are actually weaker when they defend, so it pays to keep them on the defensive). No, restraint is the key at the moment. I must leave myself strong enough to move in any direction I want from Sbeitla once it has fallen.

A lone light tank had "gone swanning" in the South and currently sit on 3430, and Keith seems to think this poses more of a threat than I think it does. I can't in fact see much mileage in sending odd units into the Allied rear, as they are very easily cut off and destroyed.

Allies 15 AM

I've used my fighter-bombers to interdict the Birel Hafey road. As he attacked my forward units I wondered if I'd have done any better to fall back and simply interdict the Sbeitla road to slow him down. I'd hate to run out of units! In his attacks I lost another armor unit, he lost a step from his Tiger unit and some SP artillery. Now it's a question again of where to fall back to: no obvious defensive line, no positions suitable for strengthening with minefields.

I fall back to the line of the Hadjel River, with units all the way from

4918 to SW of Sbeitla. Right flank is at 3422/3223 resting on an escarpment (impassable to motorized units) and with reinforcements moving up ready to extend the line to 3023/3024. My left flank is in the air, but it's unlikely he'll switch significant forces here as it would mean moving north-east, away from his line of march. I've French units, US armor, and self-propelled artillery manning the river line, with other artillery in support and a couple of armored units in reserve. My line is very thin though; if he breaks through and then exploits in his reserve movement phase I'll be in serious trouble.

On the other hand if I can just hold onto this position for one turn I'll be able to organize a proper, albeit small, reserve. My air interdicts the Sbeitla road to slow his artillery (released by the fall of my forward positions). I've thinned my forces in the Fondouk area as much as I dare: can't risk another Axis advance from here, as this would outflank my entire defensive position. "Reinforcements" arrive in the Gafsa area: they are the Allied units falling back in front of Rommel's Afrika Korps.

Axis 15 PM

The Allied line has formed as expected along the Hadjel River, and although I've got to finish off 4929 I am still in a position to attack in some strength – or at least I would be if he wasn't interdicting the Sbeitla-Sidi Bou Zid road.

I propose to capture Sbeitla from the north-east; the idea is to cross the Hadjel river a little way down stream, cutting the roman road where it runs beneath the escarpment. This splits the Allied forces between Hajeb el Aouin and Sbeitla, and the latter can then be easily dealt with. One of Keith's problems at the moment is a shortage of reserves, allowing me to be sure of combat odds when moving my units to their positions.

To take advantage of this, however, I am forced to attack quickly and at rather lower odds than I would like. The results are a little disappointing: Keith has been forced back from the river, but I have not crossed it and the roman road remains intact for this turn.

Allies 15 PM

His schwerpunkt hits my units at 3920 and 4119. Armor

panzergrenadiers, infantry, artillery, stukas and fighter-bombers combine, with reserves waiting to exploit. I fear he will split my forces in two, and it is hard to see if that happens how I will hold Sbiba (Sbiba is the really critical position for the Allies; Sbeitla is just a delaying position, Sbiba *must* be held). I'd like to threaten his supply lines, but have no units positioned to do so: I've none at all to his south, and am not strong enough to break through the screen guarding his northern flank. However, his attack on the riverline is less devastating than I'd feared (1 loss each), and though the river line is lost, my forces are not broken into two.

I am aiming to hold Sbeitla for another turn, using a sacrificial line of 3 small units to absorb the weight of his attack. I've delayed the arrival of my next reinforcements so that they enter on the Sbiba road; they can reach Sbeitla in a single turn. My intention is to build a blocking line of minefields across the Sbiba road from 3618 to 2917. With other minefields blocking the Kasserine Pass at 2915 and South of Tebessa I can then man a continuous defensive line from 0125 to 4610, consisting of a chain of mountains and escarpments linked by minefields. A grand idea, but will I have the time? Or the units? I I can't block the Sbiba road in this manner I'll have to opt instead for a mobile delaying action until the British start arriving at 17am. I've moved a French unit with movement factor of 7 a little south in the Fondouk area, as a potential threat to his communications. Must get a unit south of him too . . . just don't have enough units to do all I want.

Axis 16 AM

From a shortage of reserves Keith has switched to an over-reliance on them, a very weak front backed by lots of them. It's now a bit late, however, because although I couldn't use "Automatic Victory" across the river, I can now and it gives me a very safe means of attack: I can't take any losses at 8-1.

He's obviously seen what's coming and has split his forces between Hajeb el Aioun and Sbeitla. I had hoped he would leave the Hadjeb Aioun side weaker than he has. Still, if I can knock out a few of the weak French units the cracks might begin to show.

I've now got a solid position astride the roman road and will be looking to maul more of his units in that area in the next couple of turns. Hopefully, that will induce him to send his reserves in that direction, leaving the Hajeb El Aioun front relatively weak. There's an indication of this already in that Keith has held back his Group D reinforcements with the obvious intention of bringing them on this turn at 4301. In response to this, all three of my fighter-bomber units interdict the road from there to Sbiba. There is, however, a slight setback as one of my H.Q.'s is overrun. A stupid mistake, of course, to leave a gap but the moral is always to keep H.Q.'s stacked with another unit just in case. I could be more than a slight setback in fact, depending on what Keith decides to do; trouble is, although my front line closes behind it, his unit is still in supply via the southernmost road. Interesting it might be, but I could have done without this added tension!

Allies 16 AM

My air interdicts the Sbeitla road to delay the entry into combat of his rearmost units, now released by the fall of my last forward minefield. He interdicts the Sbiba road, slowing my reinforcements. An Italian motorcycle unit moves to block my French infantry's southern movement.

In the Axis combat phase he's knocked out my screen. What's left of the Hadjel River position will certainly be untenable after this. I'm wondering if I made a serious strategic error switching my next reinforcements from entry at 4301 to 2901. Entering at 4301 they would have constituted a major threat to his northern flank - now they're just another group of enemy units in his path.

He makes a mistake, leaving a gap through which one of my reserve armored units can strike, overrunning and destroying the 21st Panzer H.Q.; this will restrict his use of reserves somewhat, also his use of air in a ground support role. Another of my reserve units closes the gap opened in my lines by the first move. I've decided to fall back rapidly now, to conserve units. The reinforcements can take care of Sbiba, all else that is necessary is to delay him until the scarp line further west is manned and minefields laid blocking the passes.

However . . . in Andy's reserve phase it becomes apparent that he only had 2 units in reserve (I was an armor unit stacked with several artillery units: I didn't check, and wrongly assumed the whole stack were armor in reserve). He is therefore unable to prevent my infiltrating armor from pushing on, and it move adjacent to Bir el Hafey to cut enemy supply; another unit moves south for the same purpose. I am

going to exploit his unfortunate tactical position to the full. I attack a single enemy unit at 4:1, getting a DR* result. Five of my units advance after combat, a sixth (in reserve) exploits. Seven of Andy's most advanced units are thereby placed out of supply by my counter-attack, unless he chooses to use emergency supply. I may lose all 6 advancing units, and the end result could thus be bad. But the chance to throw his timetable off is too good to miss - and I hope not to lose them all anyway.

Axis 16 PM

What an extraordinary game this is! I'm not sure whether Keith's move is genius or madness, but I fear (hope) it may be the latter. He has attacked South of Camp de Djilma and cut the Sbeitla-Sidi Bou Zid road, but instead of pressing on other fronts has fallen back away from Sbeitla.

This doesn't upset my overall strategy too much. I can fall back and annihilate the units south of Camp De Djilma with most of my forces whilst merely holding my ground in the front line. Keith will think he has delayed me but I will be quite happy if, come 17AM, I have most of my forces intact and grouped around Sbeitla. The next step will be to capture Hajeb El Aioun and hopefully Kef El Ahmar, at which point I will be handily placed.

After combat there is one Allied armored unit wandering around my rear but this will now be out of supply, so should easily be dealt with. All in all I feel the counter-attack has cost Keith six good units he can ill afford to lose; his northern front is now extremely weak, and if the von Arnim plan comes up it should be a gift. The Compromise and Rommel plans remain somewhat more problematic as Keith has fallen back to good positions in the mountains. At the moment, particularly as I am short of an H.Q. unit, I am minded to bring Rommel's forces north-east towards Kasserine and Sbeitla. If necessary I can turn west from there: many of the French units currently guarding the escarpment north of the Gafsa entry area are too slow to react quickly to such a move.

Allies 16 PM

Andy used his remaining H.Q.'s emergency supply to enable his units to wipe out my breakthrough. I still have one unit behind his lines and others at 3131 and 3024 threatening his communications. I've caused him to turn in his tracks in order to deal with my breakthrough, and by interdicting the Sbeitla road next turn I can cost him further time in remounting his attack (I have no air this turn as I moved the controlling Air Defense unit last turn). Was it worth 6 units? God knows.

I'm now withdrawing to the line I mentioned earlier, though I'm still a bit forward of it at 52101/5308/5112/4812 and 2520. I'm still completely undecided about my overall strategy. A linear defense is possible from 0126 to 5201, covering Sbiba and preventing the Axis from accomplishing any of their objectives. But there may not be sufficient units to hold such a line. In which case a *mobile* defense, with a striking force formed from both British and US reinforcements may be the correct play. Or, most probably, a combination of the two. I'm particularly worried about the Rommel plan . . . thank God the Brits arrive in force next turn.


Axis 17 AM

Well, Keith's fallen back yet again. Looks like I won't have to fight for Hajeb el Aioun. It's probably the best thing he could have done, however, as I don't fancy his chances in the open country south-west of there.

Now let's see, Rommel enters this turn . . .

Neutral Commentary

What an amazing contest. Keith has committed his forces to fight and die in order to delay an advance Andy has no intention of making anyway; he also spent some time interdicting the Bir el Hafey road against an imaginary southern thrust; and has pulled reinforcements away from an area Andy intends to attack, but now regrets doing so, not because he's caught on to Andy's plan of attack, but because he would himself have liked to mount an attack from that area. Despite having misread Andy's intentions in just about every respect, Keith is sure he has disrupted his opponent's timetable, and happy with the way things have gone. Andy meanwhile is just about where he wanted to be, and has destroyed large numbers of enemy units. Neither player knows what the victory conditions will be, both are looking forward to victory; Andy hopes he'll draw the von Arnim plan, Keith most fears the Rommel plan. Both have major reinforcements due next turn, both have everything to play for. "Madness" or "genius"? To find out, read the continuation and conclusion of the game in the next issue of *The Wargamer*.



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THOUGHTS & REFLECTIONS

Jack Greene

There is an interesting game company out of Italy that has produced some extravagant failures. International Team Group is a division of a larger company called Kosmos. Kosmos is primarily a company that produces very striking jigsaw puzzles. The International Team Group has produced over a dozen fancy boxed games (13" x 20") with excellent graphics and high prices.

Recently, I bought *Norge* which is their game on the invasion of Norway in 1940. I've always been fascinated by this campaign and consider *Narvik* by GDW as one of my favorite games. I got *Norge* for half price (\$25 instead of \$50!) and came away with very mixed feelings about it.

The game itself is physically quite impressive. One receives one strategic and six tactical mounted mapboards that cover a total of 37" x 24". The tactical boards are of specific areas (Oslo, Bergen, etc.) while three of the six interlock like the boards in *Air Assault on Crete* to stretch from Narvik to Trondheim. There are several dozen colorful game counters that are backprinted with the various ships, planes, and battalions at half-strength. One paratrooper is missing its movement factor number and some of the die-cutting was less than perfect. The box also includes an example book, a rules booklet in four languages (French, English-sort-of, German, and Italian), a CRT and Turn Record Chart, storage tray, die, and submarine/convoy pad.

One must work with the rules. Apparently they were first translated into German and then into English and some of the terms used are a bit unusual. For example, the term "convergence" is used for what is normally called stacking! The play of the game has one first predicting the weather for the northern portion of the strategic mapsheet (which affects the tactical ones as well) and the southern portion for the following turn. That is, you know what the weather will be for the next two day period and so one can plan for it. This is a rather nice touch.

All naval units move on the strategic board only. *Norge* is an abstract game portraying the main elements of the campaign and is not an exact simulation of it. This is clearly brought out in the naval segment where one has battleship units, carriers, and convoys. Submarines are not actual units but are position plotted for possible attacks of units passing in their particular areas. Germany ends up with more battleships than the Allies in this segment. While clearly historically absurd, it makes sense in terms of the game mechanics, where the German player first moves and then the Allied player responds: thus the Allied player has an important advantage. This, combined with the use of carrier-borne aircraft,

allows the Allies to dominate the northern portion of the mapsheet while the Germans maintain control of the southern portion, producing an historically accurate situation.

The armies are a bit abstract too! Reconnaissance units become cavalry and there are no real limits on Norwegian mobilization such as in *Narvik*. The German goal is to build up forces and dominate the whole of Norway by the end of 10 turns. Each tactical map is given a separate point total and whichever side dominates that tactical map gains those points. The land CRT is pretty classic with either retreats or eliminations, though odds are divided into not just the standard 1 to 1, but also 1½ to 1, 2½ to 1, etc. I've always liked that little extra breakdown on the odds.

Only the Germans have land based air units and they gain in strength as they sieze Norwegian airfields. If your air units dominate an area, you may add their strength into your attacks. With the Germans beginning the game in the process of disembarking troops at the various key Norwegian ports, they have a chance (but not too good a one) to capture all the airfields. It certainly creates a fluid game, mirroring the actual campaign.

So, one receives a game using classical game mechanics with some nice innovative touches like the weather rule and the combined arms effects of land, sea, and air units on the same mapboard. It is over priced, even if imported, but is a good looking game. It creates the illusion of the campaign. It gives a player the reasons to land at Namsos or Andelsnes, the need to run more units into Norway, or for the Germans to link up with their various scattered units. But it does not create that illusion with any sort of historical research or accuracy. It reminded me of Avalon Hill's *Waterloo* or *Stalingrad* in that respect.

Frankly, I had a difficult time with this game in comparison with some other recent games. While I enjoyed *Norge*, I realized from the start that it was simply a game and not an historical thesis on a mapboard. Just looking at the strategic map of Norway and noticing the ahistorical geography alerted me to that. Yet I also bought at the same time *Falklands Crisis: Falklands or Malvinas* by E.M. Lightfoot & Associates. It claims to be a simulation game, yet even newspaper research reveals errors on the British submarine attack capability, and there are bogus rules such as only allowing two ships to stack in each vast hex.

Judged on the basis of its claim to be a simulation, *Falklands Crisis* is a failure. *Norge* makes no such claim, and so may be considered successful as a game. Just the same, I wish it was not so ahistorical and did not have such a high price tag.



DECISION AT KASSERINE

"Decision at Kasserine is a fine game in the tradition of *The Wargamer*. They keep turning out TERRIFIC games. Well, let me say that this is a wonderful game of Rommel's counterattack against the Americans in the Western Desert. A great game . . . I rate *Decision at Kasserine* a big 8."

The Modern Patriot
June/July 1983

Now available boxed, Vance von Borries' *Decision at Kasserine* has a 34" x 22" map and 290 counters. DAK recreates the tension as Rommel's Panzers break through the US lines and race for the crucial desert crossroads. The Allied player must display skill and daring to slow and then counterattack the Axis forces. DAK recreates a classic *Blitzkrieg* situation, and faces each player with a series of challenging and interlocking decisions. Rules include hidden victory objectives, minefields, ground support and interdiction operations, emergency supply, special reserve movement phase. The variety of units, and terrain, and the uncertain victory conditions combine to produce a game of great flexibility: no two games will ever be quite the same. \$14.95 (boxed) from 3W

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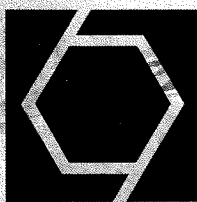
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A HITCHHIKER'S GUIDE

Despite all of the excuses you have given your wife, your boss and the Internal Revenue Service, the real reason you raided your savings account to purchase a personal computer is to play games. True, the machine is useful for financial planning, graphics generation, record keeping and word processing, but if the computer wasn't capable of playing games you would never have given a second thought to spending a couple of thousand dollars on a mechanical accountant. Writing a novel or balancing the family accounts is one thing, but the computer's most seductive feature is that it allows you to conquer the universe.

Computer software stores and magazines would probably go out of business if it weren't for the gamer in all of us; even those people who would never come near a cardboard battlefield or who avoid wargames as if they were emotional lepers. Just as the video arcade game companies have flooded the market (there are now more than 400 cartridges for the Atari, Intellivision, Colleco and other game machines, according to the Los Angeles Times) so have the software producers rushed to churn out games for the Apple, Atari, Commodore, TRS-80 and other home computers. There are hundreds of game programs to choose from, most dealing with space adventures or dungeon and dragonish escapades, as well as arcade-style and traditional war games.

In the words of Ford Prefect, the free-lance intergalactic researcher of "A Hitchhiker's Guide to the Universe", "Don't Panic!" Or, to be more exact "Don't Buy Hastily". A lot of the games are, to be kind, garbage. You will find many clones of the popular arcade games that are rarely better than those available for the arcade machines that hook up to the TV set. There are also a lot of games that are very simple, with poor graphics, poor logic or just inferior situations that are quickly deduced and become tedious by the third or fourth play. At prices often double or triple an average wargame (most computer games average between \$25 and \$40, with a very few under \$20 and several as high as \$60) these programs are expensive disappointments. But there are a few gems out there amidst the trash.

Role Playing Games

One of the most popular forms of computer entertainment, and the simplest to design, is a role playing game. Many of these take the form of text-only short stories, where the computer narrates a story, but allow you to take the part of the main character. You type in your decisions (Go North, Open the Door etc). The *ZORK I* and *ZORK II* dungeons and dragons-type text games are among the best examples. They are frustrating, like any good puzzle, and they require a lot of time to complete.

Text adventure games are not limited to the D&D set, of course. There are detective games, space adventures and a few more martial exercises, such as Avalon Hill's *B-1 BOMBER*. The object of this game is to guide a modern bomber through Soviet airspace to take out Russian missile complexes, industrial sites and, if you are very good, major cities deep within the Soviet Union. The only graphics included in the game is a paper map (which is purely for reference). The computer plays the navigator, and asks you where you want to fly to, what altitude and what course you set. You can vary the speed of the bomber and can use either Electronic Counter Measures or Phoenix missiles to knock down SAM missiles and MiG interceptors. If you fail to destroy an enemy nuclear-tipped missile until it is relatively close (the computer tells you the estimated time of impact) your plane may survive but will become irradiated. You are then condemned to a one-way Kamikazi mission into the heart of the USSR. *B-1 Bomber* relies on your memories of "Dr. Strangelove" to liven play, but after a few missions the game can become tedious, as the situations are so similar. The deeper you go into Russia, of course, the more difficult it becomes to reach your target, let alone get out alive, and this can be as amusing as trying to beat Missile Command or another popular no-win arcade game.

Not all adventure games have to be limited to text modes. Epyx makes several relatively inexpensive (under \$30) adventure games. Two games of the Starquest series, for example, *Rescue at Rigel* and *Star Warrior* are especially good. They are very easy to learn and resemble arcade games, but with the emphasis on making a decision (quickly) rather than on eye-hand coordination. They are space adventure games. Instead of a dragon-hunger,

you are a "starship trooper" whose weapons would make Robert Heinlein's characters envious.

In *Rescue at Rigel*, you are a trooper "Smitty" whose mission is to reconnoiter an asteroid to rescue ten of your fellow countrymen from the "High Tollah" enemy. (The capitalization on the Iranian hostage situation is intentional). You have only a limited amount of time to explore the six levels, which are connected by drop-shafts and lift shafts (one way elevators) and transport portals. There are 10 rooms on each level, all of them named and most of which contain one of several types of enemy units: High Tollahs, their rather inept Common Tollahs, the bothersome thornets (a bird-sized insect) and other deadly creations, including powerful sentry robots.

"Smitty" has choices familiar to D&D players. How fast to move, what rooms to enter, whether to fight or talk, several weapons to choose from, medical kits to heal wounds, and mechanical aids that protect him or allow him to move and fight more efficiently, albeit for brief periods of time. You can even fight hand to hand, and the computer has an amusing boxing routine it goes into as Smitty and his opponent mix it up. The graphics are adequate, and in color, and there are some good sound effects.

The computer is a bit sarcastic, however. If you are killed, the screen flashes "Gotcha Smitty" before giving you your score.

Star Warrior is even more fun. The graphics are more colourful but, except for the exceptionally good detail on buildings, not as well defined as they are in *Rescue at Rigel*. You have a choice of two missions: sneak across the planet to kill the governor, or act as the diversion to that mission and blow up everything you can see to shoot at. Again, you have a marvelous space suit equipped with everything from decoys and invisibility shields to nuclear missiles that explode in little mushroom clouds. You can even customize your own suit, choosing what types of weapons and options you need for your mission. The Ninja suite, for example, is a light, fast assassin's garb designed to allow you to sneak in, fight for a very short time, and then get out. The dragon and marauder outfits are more suited to raise hell with the defense forces, which can field several different types of tank-like vehicles.

This is not just a shoot-em-up, however. You have only a limited amount of time (just a few seconds) to give your orders, but considerable more time than you would have in an arcade game. There are many choices to make during the game, especially as the enemy is often hidden. Who ever "sees" his opponent first, fires first. There is also a time limit. If you do not finish your mission before time is up, you are "terminated" (again by a sarcastic computer, albeit one that is less gloating than that in *Rescue at Rigel*).

Destroying buildings is especially satisfying in this game, because the well-designed multicolor structures collapse into rubble when hit. They have to be hit dead center, however, which takes some maneuvering, and it is hard to maneuver if the defenders have seen you. The two scenarios, varying levels of play, variable times for missions and, especially, the ability to custom design your suit, make *Star Warrior* a game that will not gather dust on a shelf; it is great for a half-hour adventure.

Traditional War Games

There are not as many traditional historical war games for the computer as there are space, adventure or arcade games, but there are a number available, although quality varies greatly.

Avalon Hill has jumped into the computer market with a series of war games that are of a much lower quality than one would expect from the hobby's most prestigious design house. Rather than take their classic or newly designed games and computerize them, they have so far opted for more simple, almost introductory level games.

Midway, *North Atlantic Convoy Raider* and *Nuke War*, for example, are dot and point graphics games that do not make full or even respectable use of the colour, graphics and logic capabilities of the Apple or Atari. To be fair, these games were some of the first such games on the market and are available to people with less expensive, low memory machines. The games are also usually available for around \$20 at most stores, and below that if you order from a discount software house that advertises in a computer magazine. Avalon Hill games can also be used by a new programmer to learn

TO COMPUTER WAR GAMES

how to teach a machine to play games; you can list out the program with only a minimum effort. This makes the game more palatable, as it becomes a teaching aid as well as a game.

Andromeda Conquest, for example, is a rather unspectacular computer version of SPI's old "Outreach" game, but, unlike most games, can be played by up to four people. As a solitaire game, it is a waste of time. No combat, no challenge; just a race to move your exploration ships to other planets (asterisks on a black background) to find one you can colonize. As a multiplayer game, it is not bad. You can build multiship starfleets, attack other players' fleets, colonies or home planets, and even destroy a planet if you build "Novaships" (little "Death Stars" so to speak). It takes a few hours, however, to reach that stage and there is no save function, so your friends may become a little bored for the first hour or so. The graphics and combat routines are also dull.

Avalon Hill has come out with three new games, *Telengard* (a D&D game that was reviewed in the February issue of *Playboy*) *VC*, a game of hide and seek and destroy in the Mekong Delta, and *Legionnaire* a superior Romans vs. Barbarians game. These are of a much higher quality than the older line. They are also more expensive and are designed for machines with higher levels of memory. *Legionnaire* is especially enjoyable, as you can build your own Roman army and select an opponent to fight by combining two opposing barbarian hordes (The barbarians, moreover, are not commanded by the dullards Julius Caesar faced in much of his campaigns — they are tough). The game also has a strategic as well as a tactical game, using scrolling maps, varied terrain and rules for scouting and forced marching.

If you want the old Avalon Hill "classic" style of game, or the SPI monsterish war game, the company to buy from is Strategic Simulations Inc. (SSI). SSI has a large selection of war games and a few space war/adventure games for the Apple, with a number of titles also available for the Atari and the TRS-80. There are also a few for the IBM personal computer. SSI has a standing offer to programmers to purchase conversions of Apple games to other systems, and has recently begun producing games with an Apple version on one side of the disc and an Atari version on the other side.

SSI games, however, are not cheap. They are among the most expensive on the market, averaging \$39 to as much as \$59, although prudent shopping can usually knock off 10 percent or more of the list price.

One of SSI's first war games was *The Shattered Alliance*. Miniatures gamers familiar with War Games Research rules for the ancient period will find this system easy to play. There are seven scenarios, three using historical armies, one from the Lord of the Rings and three fantasy battles. Despite the fantasy cover and titles for the scenarios, the only "fantasy" involved is that in these scenarios you have spell points that effect your speed, courage, melee or fire values for a turn. No demons flying around, volcanoes erupting or other wizardry. The spells are just there to allow the player to try and load the dice.

The graphics are not very colorful, but adequate, using military-like symbols for the units. You can vary the size and quality of the armies, but only in terms of morale and men per unit. You cannot add or delete or otherwise change the composition of the army list. The most unfortunate aspect is that you cannot take one army from one scenario and pit it against another from a different scenario. For example, the Persians have to fight the Mongols, the Romans the Vikings and Hannibal opposes Alexander in the historical scenarios.

The computer is not very good as an opponent. It tends to send units off toward unthreatened flanks, or retreat from a strong position almost as if its movements were purely random computations, and not logical deductions of the situation. If your army has superior firepower, you can eventually wear down, outmaneuver and defeat the computer. On the other hand, if you give the computer a very large army with good morale, it will win almost all of the melees by pure weight, regardless of what you do on the map. It is, however, a very good game if you play against another gamer. The computer earns its keep by taking care of the strengths, melee and morale values and situations, dice rolls and movement points (units move in a sequence determined by their speed and terrain they entered, it is almost a semi-simultaneous system, rather than an I-move you-move game). The seven

scenarios each take about an hour to play and can be saved on a disc.

Although the rules do not point it out, just because night falls, the battle need not be over. You can save the game and boot it back up again, as if you were playing a second day of the battle. The computer will allow for multi-day battles until one army or the other has its morale reduced to zero (from losses and losing battles), at which time it ends the game.

Tigers in the Snow is one very big step up from *Shattered Alliance*. The computer can play either the Germans or the Allies in the Battle of the Bulge, and it will play them quite well. The computer can also play both sides, if you want to watch and learn a little about the game, or two people can play and use the computer to take care of supplies, ammunition, strengths, movement allowances, reinforcements and victory points.

There is a handicap feature that weakens or reinforces the value of a player's forces either for play against a less experienced opponent or the computer.

The game plays a lot like the old AH classic. As the Germans, you have to try and cut through the tenacious Allied delaying forces, which often refuse to retreat and have to be cut down where they stand, which takes time. If you break through, you have to seize Bastogne and two towns in the center of the board and hold them, in order to gain points. Alternatively, you can try and get your Panzer divisions off the northwest edge past Liege or off the far western end of the 11 x 19 hex strategic map. No more than a quarter of the map is visible during tactical play, but by hitting a single key you can see a miniature version of the entire map — an extremely helpful feature that should be included in all scrolling games.

The Bastogne and center town gambit is not too difficult to pull off, after the computer has trounced you severely three or four times, if you remember to keep moving your armor (silhouettes of tanks) as fast as you can to the west, even if your units are temporarily unsupplied. Do not stand still. The Allied computer will not attack a town if a relatively full-strength Panzer division is in it, thus giving you the points. If a weakened infantry (foot soldier silhouette) is holding it, the computer will hurl everything at them. The computer is especially fond of playing Patton and will retake Bastogne if you do not form a protective ring around it and garrison it heavily.

The computer as Allied, however, has one slight flaw that takes time to detect. Liege (entrance hex 8 in the middle of the top map board) can be taken by attacking the British garrison with a weak unit, thus enticing it to advance after combat when it is victorious. The Panzers then take the town and form a sleeve to the right and left of it, and move one unit a turn off the map between them through Liege. The Allies cannot stop this and the points will give a German marginal victory every time if Bastogne is held.

Watching the computer play the Germans, you can learn a lot about how to win the game. The computer only attacks at odds of two to one, and does not waste its limited ammunition on poor odds attacks, except in the early game when it has to attack a lot of units. The only way to take a position is to chip away at a unit and bring up fresh forces to eventually overwhelm the defender. Cutting his supplies (which is hard if the defender is Allied, because the weather determines the availability of air lifted supplies that cannot be interrupted) will quicken his demise.

The German player literally runs out of gas as the game goes on, and the computer has a very nasty "out of gas" buzz that sounds like an engine running itself down and clunking off when that happens.

The Allied player has a lot of reinforcements to help him stabilize and counterattack, but unless the Germans cross the Meuse (which includes Liege) the powerful British units will remain guarding the north edge, unable to cross the Meuse. Both sides have options as to the type of tactics they wish to employ (which determine losses and supply consumption) and have limited numbers of artillery/air points to enhance combat odds.

The game takes a long time to play (5-6 hours) but can be saved at the end of each half-hour turn to allow you to pick up where you left off.

If *Tigers in the Snow* is not enough to keep you busy for a while, try *Battle for Normandy*. SSI's newest wargame for both the Apple and the Atari. As the Allied player you have to allocate your transports a turn in advance to carry troops, general supplies, ammunition and fuel. This is difficult to plan

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BIGGER THAN D&D?

Licensing seems to be the name of the game in the hobby at the moment. In the wake of FASA's obtaining the rights for the Star Trek role-playing game, several companies are in keen competition for the rights of Marvel-approved Superhero role-playing games. As we go to press the two front-runners are Mayfair Games and TSR. The potential audience for such games is enormous, and offers a major opportunity for the hobby. Potentially such a licensing agreement could bring even more people into the hobby than did *D & D*. As with the latter, it may be that as these younger players reach their twenties they may forsake elves and dwarves for panzers and cavalry. In a separate move, Avalon-Hill are to produce materials for Chaosium's *Runequest*, and company President Eric Dott is quoted as expecting this to gross \$20,000,000 over the next ten years.

Task force games has signed a licensing agreement with the estate of the late Basil Liddell-Hart, to produce a series of games based on his book *History of the Second World War*. The first, *Hitler Turns Against Russia*, is due for release in the fall; heading the design team is Nick Schuessler of *Journal of Twentieth Century Warfare*. Meanwhile Mayfair has acquired the rights to produce a board game based on the *Elf Quest* publications, to which Chaosium already has the role-playing rights. Mayfair will be releasing 2 games at Origins based on the Hugo-winning *Down Below Station* and *The Forever War*, but have postponed the appearance of their *Persian Gulf* game for a couple of months in order to put in further development work on it.

A new company, Centurion Games — a division of the Jersey Devil Game Co. — made its debut in June, with two historical titles, *Crisis in the Ukraine* and *Gela Beachhead*, amongst its first four releases. Headed by Milt Rosenverg and former SPI man Steve Patrick, Centurion aims to publish 4 games a year, of which 2 or 3 will be historical. In the pipeline they have *Cold War*, a game of the post 1945 period. This looks set to be an exciting period for history buffs, as numerous companies jostle to fill the void left by SPI. If everyone's plans work out there should be upwards of 30 historical releases at ORIGINS. These include 6 each from 3W and West End, 4 from Citadel; 3 from People's Wargames; 2 or 3 each from GDW, Yaquinto and Phoenix; 2 each from Avalon-Hill, Victory Games (*NATO* and *Ambush*), and Attacktix; 1 from Quarterdeck (published in June), and several others. With all this new activity, it's sad to relate that Strategic

Studies Games (SSG) is to cease business after the sale of its existing stock. At least one more distributor and conceivably one major games company are expected to fold in the next few months, but hopefully that will be the end of the shake-out.

In Progress

Our own schedule looks like this. *Race to the Meuse* will appear in issue 26, and *Peter the Great* (formerly *Poltava*) in issue 27. Hopefully our Falklands game, now in development, will be completed in time for 28, and this will be followed by Jon Southard's *Unconditional Surrender*. Lou Coatney's *Lvov Gap* and its 2 companion games are also moving ahead, after some months on the back burner. *Okinawa* has left the list of possible titles. Our French Foreign Legion game, *March or Die*, is now under development; we plan to release this in the form of 2 mini-games, one set in West Africa and one in North Africa (suggested new title: *Sons of the Desert*). A game of the Spanish-American War is also under consideration, as are two more second world war games. *Holy Roman Emperor* looks set for completion in the fall. *Ravenna* and *Flodden* have hit development problems and will be set back some months. *Boudicca's Revenge* is now under development.

New Address

3W now has a new, permanent address: PO Box F, Cambria, CA 93428. All mail should be sent to this address, apart from UK subscriptions (address page 3).

Race to the Meuse

The game with issue 26 is an operational-level game covering the events of 22nd to 27th December 1944, at the westernmost advance of Fifth Panzer Army during the Battle of the Bulge. Counters represent battalions, battle-groups, and smaller units of the German, American, and British forces involved. The German panzer formations must attempt to reach and cross the Meuse in the vicinity of Dinant, whilst holding their right flank against American counter attacks. Ground scale is 1.25km to the hex, each day turn represents 6 hours of real time, each night turn represents 12 hours. Map size is 17" x 22", and there are 128 counters. The game utilizes an integrated system in which movement and combat take place within a single operations phase. Each formation has so many "Task Force Points" and these are consumed by both movement and combat: stop to fight and you won't be able to move as far. Provided you have sufficient Task Force Points you may even attack the same enemy unit(s) several times in the course of a single phase. What is more, your opponent,

in defending, also expends Task Force Points, which are subtracted from those available to him in his next turn. One of your aims will thus be to seize the initiative, by forcing your opponent to respond to your efforts rather than pursue his own plans. Others will be the capture of geographical objectives, and the denial of the road net to the enemy. These last 2 tend to pull in opposite directions: the one requires concentration of force, the other dispersal. Three scenarios are provided which, together with alternative set-up and reinforcement options, enable many "what-if" situations to be explored in addition to the historical one.



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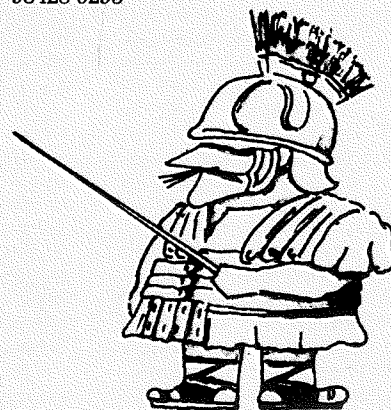
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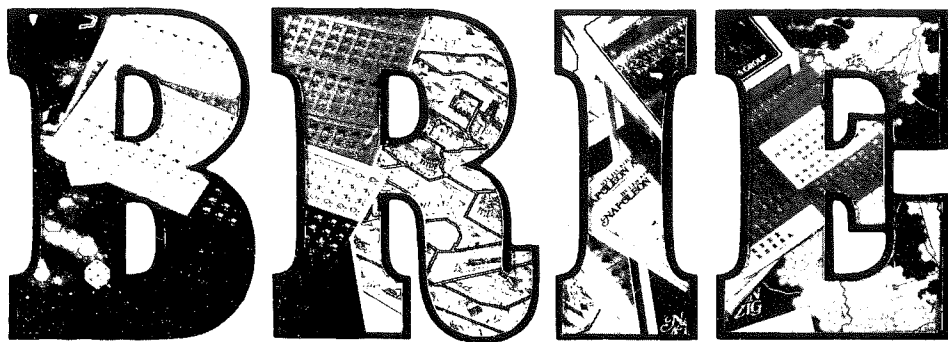
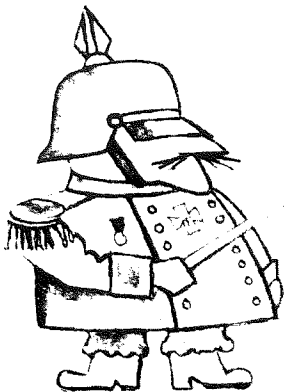
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VICTORY AT WATERLOO

Let us define our context right from the start: this is the sort of game where complicated things like artillery bombardment at a range of two hexes, are reserved for the optional rules. It use, then, is strictly confined to beginners in the hobby – that birthday present for the young relative you'd always meant to inveigle into wargaming, but so far he's not progressed beyond Space Invaders.

Attaxis Games (floreant Malcolm Watson, as previously noted in this column) are deliberately making their sales pitch at this end of the market, feeling that there is a definite ecological niche for games such as this one with which to broaden the appeal of the hobby, and attract in more customers, who will presumably move on to *Squad Leader* and *Longest Day* at a later date. Certainly the Attaxis games I've seen so far (including this one) boast instant playability, attractive physical presentation (full color mounted map, etc.) and a good deal more historicity than many other more pretentious offerings. The bane of all Waterloo games, for example, is Hougoumont – I've yet to see an operational Waterloo game that had a completely satisfactory solution to the historicity problems posed by that place. In this game, however, combat will rage back and forth across the chateau, and the farmyard of La Haye Sainte, until night or Blucher comes. All achieved by the simplest of devices; the carrot and the stick.

The carrot is the number of morale points riding on the ownership of the two places; the stick is in the setup. Some French units set up adjacent to Hougoumont, zones of control lock them in place, and combat is mandatory. By the time you've advanced after combat as the French, you find yourself adjacent to more English units, requiring you to bring up other units in support... Jerome Bonaparte had much the same problem!

Probably a better French strategy, though, is to extricate yourself from this morass as soon as possible, and switch across to the other flank. The long ride from La Haye Sainte to Frichermont is really very thinly held, and there's every chance of your rolling Wellington up before the Prussians arrive. Woe betide you if this one falls behind schedule, though: some of the Prussian cavalry will go galloping off in the direction of Plancenoit, requiring a sizable screen, probably of the

Guard. Meanwhile, the other Prussian cavalry will combine with the English to annihilate your advancing columns (usual business: zones of control block retreat).

Overall verdict: recommended for introductory purposes only. It's better than *Napoleon at Waterloo*, and not only in the area of physical packaging. Have something a bit more challenging ready to hand for the point when your young initiate asks whether that's really all there is to it. Jim Hind.

RED ARMY

Since the early SPI game *Destruction of Army Group Center Operation Bagration*, the Soviet Summer Offensive in 1944, has had little attention. GDW have recently released *Red Army*, designed by Frank Chadwick and John (Fall of France) Astell.

The game comes in a standard size cardboard box (which regrettably, describes the contents as an "Adventure Game") and the components are of the usual excellent GDW standard, comprising 4 17" x 22" maps, 240 counters, a 12-page rules booklet and various play aids. One attractive feature of the maps is that each army on each side has its set-up area indicated by a broad stripe running through the relevant hexes. I find this much easier to follow than complex written instructions.

The rules are simple and admirably clear, written in the fairly informal style of which GDW are now such masters. The Sequence of Play is a little unusual, each Player-Turn consisting of Movement, Combat, Opposing Player Reserve Movement Phase, Second Movement, Second Combat. This could make the game extremely fluid, but with most units having Movement Allowances of only 2, the effect is not that great. For the rest, the rules are fairly standard – combat is voluntary, with results in the form of retreats and/or step losses, and supply, fortifications, partisans and air power (ground support, interdiction and interception) are also included.

Within this simple framework the designers have created a very worthwhile game. Units are generally corps or divisions, although the game is described as being "operational", and this, combined with the largish playing area, gives the game the sense of space so necessary in an East

Front game. The size of the formations also renders both armies slightly unwieldy, more especially the Soviets, who are mostly corps. The strategic feel of the game, with neither player able to make more than the very broadest decisions, and the Soviet Army like a steamroller – slow to start, difficult to steer, but ultimately unstoppable – is commendably accurate, and reinforced by the absence of any advance after combat. The principal criticism to be made of the game is that it tends to develop rather slowly, so that the early turns can be rather dull. It is a mistake, though, to assume that those turns do not matter – the decisions made in them continue to be important throughout the game.

There are two scenarios, one, eighteen turns long, covering the entire campaign, and one of only six turns, representing the early stages. Victory depends on a mixture of destroying enemy units, capturing territorial objectives and, in the campaign scenario only, exiting units from the mapboard. Both scenarios are probably slightly biased in favor of the Soviets, but not sufficiently to spoil the enjoyment.

Overall, I regard this as one of the best new games I have seen for some time. The system is simple but elegant, and there is enough variety in the strategies available to maintain players' interest. It strengthens my impression that GDW are at present well ahead in the business of producing wargames, and that John Astell is one of the most skillful designers presently active in the hobby.

Andrew McGee

BATTLE FOR NORMANDY

Battle for Normandy is one of a series of simple wargames produced by Emithill Ltd – apparently the new name for the recently deceased Simpbus. It is quite a successful introductory game with components of the highest quality, which would help a novice learn some of the techniques of wargaming but little about how D-Day was actually fought.

The quality of production is excellent – a firm box with attractive artwork, a storage tray, 100 counters and a 16"x24" mounted map in full colour which gives a pleasing impression of the patchwork of farms that made up the *Bocage*, not unlike an

aerial photograph. The rules are clearly laid out with numerous examples of play in an 8-page rulebook.

The game itself is simple and can be completed by experienced players in less than an hour. The turn sequence is: Weather, German movement, German combat, followed by the Allies ditto. Each unit has a single attack and defense strength. Attack is always voluntary and units need not attack all hostile units in their ZOC. Take away defense strength from attack strength, a few minor adjustments for terrain and add a die-roll for a final figure. A final roll of at least 7 is required to force a DR result, and units in cities can ignore everything except a 14+ final result unless they are surrounded.

The game starts on the evening of D-Day with the various Allied units already on the beaches and some 20 weak German units scattered around in the wrong places – silly Adolf! This is followed by a special 'Invasion' turn in which the Germans are pushed back further with no German movement or combat phase at all – so no chance of driving the Allies into the Sea. More Allied units pour onto the beaches and at this stage the game looks lost for the Germans after only 5 minutes. There then follow 8 normal turns – no length specified, but apparently of about 3 days per turn. Heavy German reinforcements now appear and the Allies will be hard-pressed to win the game.

Victory is assessed by control of cities and the original landing beaches. The Allies must amass 16 Victory Points. This requires them keeping control of their original beachheads (no sweat) and then capturing either the 5 small 'cities' in the centre of the map, or Cherbourg + Caen (worth 5 each) at either end of the map, or some combination of the two. The Allied player will win decisive victories, sweep across the board – but will be lucky to win the game. It is very difficult to capture cities, as the rules give considerable advantages to their defenders. The absence of any supply rules means units can freely roam behind enemy lines or stay isolated forever in a city. Caen can only be captured if all the Anglo-Canadian armies attack and surround it; Cherbourg only if all US reinforcements are sent to Utah beach – but this policy would leave the center too weak and invite a German counter-attack onto the beachhead.

Probably the best Allied policy is for the Americans to feint towards Cherbourg, forcing the Germans to send reinforcements there which will be then out of the action, the Americans can then switch to the centre, driving for St. Lo, whilst the



British go for Caen.

The game is a worthy introduction to wargaming and will teach the novice many tricks of the trade; he will learn the fragility of the US paratroop units, the importance of the road network, the importance of towns like Carentan, the huge advantage in mobility and firepower that Allied airpower gave. The Allies have a number of strategic decisions to make and watch happily as they send the Germans scurrying from one crisis point to another. The Allies have the more enjoyable game, but the Germans (thanks to the Victory Conditions) are more likely to win.

The game does not re-create history very well; there are too few units, so the front line is never solid. Movement is too rapid and there is little feel for the slow slog that the Battle for Normandy really was – there is none of the excruciatingly slow progress that characterises the early moves of SPI's *Cobra*. The units are too simple, with Armor merely acting as fast infantry. Because of the way the map ends at Cherbourg and Caen, there is no way that the strategic significance of these towns can be shown, and the Allied player will be strongly tempted to bypass them. The units are anonymous and I am by no means sure that they represent any particular units in real life. It is my impression that the British and German units are too strong and the Americans too weak. The British, for instance, are more likely than the Americans, to make the assault on St. Lo. The USA ends up having 51 strength points on the board, the British 50, the Germans 83-86. Those figures don't look quite right to me.

Overall an enjoyable fast-playing game, not very demanding, but a good introduction to World War II wargaming for the novice (or the expert bored with *Atlantic Wall*). It is not a serious re-creation of history, but it is certainly better than many other introductory so-called wargames.

Walter Oppenheim.

FIRE WHEN READY

There I was with glinting eye, polished tweezers at the ready and that restless twitch unique to lonely, harassed contributing editors and what did I find? A Microhistory game of "Warship Combat from the Pre-Dreadnought Age" published by Metagaming of Austin, Texas along the well-proven lines of other mini or micro games. The map, rules and counters are fairly standard and per-

fectly adequate and we must therefore see how the game plays and simulates.

The basic game provides rules for combat, damage, training, movement, stacking and collisions and leads on to three hypothetical scenarios. I must say that I was most disappointed to see that all these scenarios were hypothetical, since I feel that historical actions ought to take precedence over hypothetical ones, and where both can be utilised a game will be all the better. Advanced rules add a little more color and the finished game looks and plays very much like the old SPI semi-classic *Dreadnought*. Not a bad pedigree, but the state of the art has moved on a bit since then and perhaps *Fire When Ready* could have been updated rather more. I'm pleased to say that the three advanced scenarios are historical and include the ultimate Pre-Dreadnought battle at Tsushima. All the rules are clear and understandable, but both facing and leadership are omitted, especially regrettable for this particular period of time. I also found the gunnery damage and critical damage tables rather haphazard re effects.

The game plays fairly easily, but could not really be deemed a good simulation. Buy the game for a 10 year old male relation, because at least you won't have to pay the earth for it. Otherwise don't bother.

Chris Geggus

THEIR FINEST HOUR

This second edition is a revision of the fifth game in GDW's Europa series. The game, like the rest, has this game system's strengths and weaknesses. A monster in many ways *Their Finest Hour* has many many units spread over two large maps and three helpful charts for the naval forces; fairly complex but realistic rules (easily assimilable by an experienced player); in this case a relatively few moves and not least a game situation which leads to much tension and joy.

This new edition compares favourably with its 1975 original. The maps are much better. The new ones are multi-colour with a much wider range of terrain such as bocage,

swamps and woods. They are also more accurate, if not completely, so: the East coast main railway is still missing. However the useful and enlarged special Sea Lion map is missing. You now fight the invasion of Britain directly on the Europa maps.

The rules are also better. The air phase is now, more helpfully at the beginning of the player's turn. The movement of German shipping is handled abstractly but without loss of realism. The air combat rules have also changed, with units fighting individually and not in waves as in the first game.

I also prefer the set-up. At last someone has worked out that the British Army fought in brigades which were formed together into divisions in contrast to their continental enemies. My only regret is being unable to form a British armoured division; still not to worry.

I have a few complaints. The set-up calls for more Bf (not Me) 109's than were included in the counter sheets, and some of the Royal Navy ships present both historically and in the counter sheets are not mentioned in the set-up. There are game charts which allow the naval units to be stacked on the maps; similar charts for the air forces would be useful. There are still some ambiguous rules.

To sum up *Their Finest Hour* is like the rest of the Europa games in being large but fascinating. The road to the complete Europa game is long and hard but I for one want the journey to continue.

Chris Hunt.

BATTLE OF BRITAIN

We've all been saying for a long time that home computing was about to hit the wargame market; now it has happened. *Battle of Britain* is a strategic wargame for one player and the 48K version of the Sinclair ZX Spectrum. And a welcome change from *Space Invaders* it makes.

RUN the program, and you get a nicely-done map of SE England, from London to North Foreland and Dungeness. Marked on the map are 9 airfields – not named, but I identify Manston, Hawkinge, Lympne, Eastchurch, Detling, West Malling, Biggin Hill, Kenley and Croydon –

all names to conjure with. At each airfield is one squadron. Up to nine German raids appear randomly along the South edge of the map, and make their way, with random changes of course, to their target. You scramble your squadrons, order them to fly to a square of your choice, and wait. If the squadron, as it flies across the map, finds itself in an adjacent square to a raid, it attacks immediately – losses are extracted from both sides, and on to the next move. Your squadron – if it is still there – will return to base to refuel, and will be available to fly again if the game isn't over by then. The game ends when either 100 German bombers have reached their target, or else when this is rendered impossible by virtue of there being fewer bombers than that left (the figure of 100 can be altered by the player at the start, to make the game more or less difficult as he chooses). A main feature of the game, which helps to keep it taut and unpredictable, is that you are not given the *current* position of the raids; only the *most recently reported* position. If your radar chain loses track of a raid, its marker can sit innocuously off Beachy Head for half a dozen turns, before being picked up again halfway to London. With several raids coming in at once, on near-parallel courses plus random jinking, you are never wholly in control of what you intercept – you might meet the one with 25 bombers and only 3 escorts, but it could just as easily be ten bombers plus twenty 109's.

High on simulation content and a rival to Air Force, it isn't. For example, the sound options (messages bleeping out at you in Morse code, as well as visually) could easily have been left out – they only really serve to slow down the game by slowing the rate at which messages are printed. The memory saved could then have been put to better use, for example in distinguishing between Hurricanes and Spitfires. The German targets are all in the London area – clearly this is September 1940 and not August. Bombing of airfields, catching planes on the ground, is not going to happen. Neither are the Stukas going to divebomb the radar stations. Never mind – the game gives high promise of what might become available in the future if only we would vote with our wallets and let the software houses know that we really

want, and would leap at, better stuff than all this PacMan drivel, if only they would supply it.

Battle of Britain is published by Microgame Simulations, 73 The Broadway, Grantchester, Cambridge CB3 9NQ, U.K.

Jim Hind

LEGIONNAIRE

With this Atari Computer Game published by Avalon-Hill (16K memory is required), you too can emulate Caesar's successes. Possibly! There is a large map covered in wooded hills set in Gaul. Up to 10 legions controlled by you battle it out with twice their number of Gallic hordes. You select the number of legions and the opposing tribes (one of eight infantry tribes and one of eight cavalry tribes). The tribes vary immensely, as do the legions, and each tribe/legion has different characteristics of manpower, attack, defense, and speed. Units become weakened by fatigue and nervous exhaustion: facing ten times your number of long haired barbarians usually does the trick! You control your legions by means of a Joystick giving up to 8 orders a time to each unit. Unlike most wargames the enemy does not obligingly stand still while you do this. To the sound of a somewhat eerie crackling sound (tramping feet according to the rule book) they continuously

advance on your units. The game starts with all forces grouped in randomly determined positions. Most Gallic tribes attack in a wildly uncoordinated, though gruesomely persistent style, so they can be separated and defeated in detail if you're lucky. You attack by trying to move into an opponent's position. It is a wildly exciting and at times terrifying game. The more legions you have the more difficult they are to control and coordinate successfully. The first legions you get are strong but weaken rapidly as you get towards legions 9 and 10 (Sabinus - "this legion is a disaster" - rule book). The first legion you get (Caesar's 10th) is by far the strongest and will destroy Gallic units with great speed and ferocity, but you lose the game if this legion is itself destroyed. An optional extra allows you to fight 4th or 5th Century Huns. If you wish to emulate Caesar's triumphs stick to the Gauls (and don't choose the Nervii or Morini). If you wish to emulate Varus' triumphal campaigns in Germany, try fighting Huns. An excellent game.

John Sutcliffe.

UNITED NATIONS

Produced by Yaquinto, *United Nations* is a simple album-game of international intrigue and diplomacy. For 3 or 4 players, the game consists of a 24" x 12" map-

board, 240 single-sided die-cut counters in 4 colors, a 4 page rules booklet, and packs of money. Players take the part of the USA, USSR, EEC or China, and compete for control and influence of other countries. Each turn players place counters of different denominations on the map, in an attempt to exert or keep political influence; these counters may be for political influence, guerrilla or conventional forces, or military or economic aid. The sequence in which players move is determined each turn by the drawing of lots. Confrontations occur when 2 or more players vie for control of a single area. Political influence and votes totals are recorded on an on-map track, and the player with the highest political influence score at the end of the game (anywhere from turn 9-12, determined by die-roll) wins. Meetings of the UN General Assembly occur on certain turns (players' votes totals are important here) and the Security Council (1 player, 1 vote) may be convened at any time. Diplomacy plays an important part in the game, with several players possibly using the UN forum to impose sanctions on another. Politics are to the fore, and military intervention and subversion relatively rare. Random events add to the uncertainty - and luck - of the game. In the advanced version (still a simple game) money is used to purchase political influence, economic aid, and other counters. Each player's purchasing power for a single turn consists of a basic 25 "Money Units", plus the monetary "value" of the areas he currently controls, as modified by the random events table (e.g. "economic boom - USA gets 30

MU's this turn).

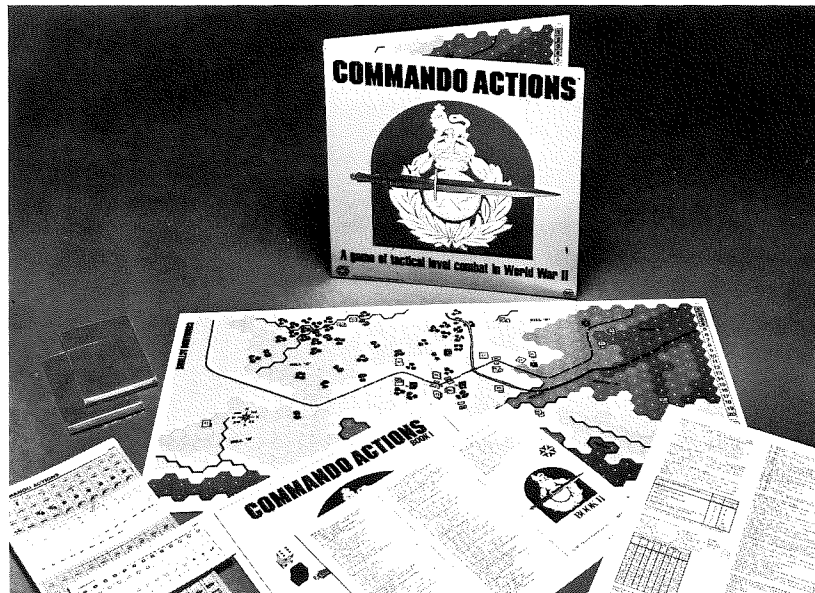
The weakest part of the game concerns treaties. Players who negotiate non-aggression treaties add to their score on the all important political influence track. The trouble is that unless some limitation is placed on this rule players simply negotiate treaty after treaty: literally dozens can be negotiated, whilst still leaving open territories for attempted expansion of political influence. One solution might be to specify that treaties must be drawn up on a continental - or at least sub-continental basis. In this way, treaties would normally have to proscribe competition within a single broad area, or trade off one for another on the basis of "spheres of influence". The areas might be: North & Central America, South America, Australasia and Indonesia, Africa, Asia, Europe, and the Middle East. Players could still make other (non scoring) treaties. Players who break treaties suffer penalties, as do those who engage in military intervention.

A simple game, then, suitable for a wide audience, bearing little relation to the real World. It works well with 4 players, but may be less satisfactory with 3. If you're looking for a simple, fast, fun game with plenty of player-interaction, this is one of the better buys.

Keith Poulter.

Briefings next issue will include two contrasting views of Victory Games' *The Civil War*, Simulations Canada's *DAK*, *Gulf Strike*, *Destroyer Captain*, *The Cosacks Are Coming!*, and many of the ORIGINS releases

Commando Actions: Tactical level WWII combat



Ordering Instructions: Send check or money order to **Yaquinto Publications, P.O. Box 24767, Dallas, Texas 75224**. Add \$1.00 for postage per order. Allow three to four weeks for delivery. Overseas orders add \$4.50 additional postage and handling per order. Sorry, no C.O.D.'s.



Yaquinto Publications

The crackle of small arms fire along with the occasional thumping impact of bigger guns heralds the start of battle in the near distance. The assignment your commando has been given is to stay concealed and ambush any reinforcing enemy parties. As the minutes pass you begin to faintly hear the clank of tracked vehicles coming along the road in front of your positions. You wait until the last possible moment to pour a devastating fire into the enemy column.

Commando Actions is a tactical level simulation of engagements between British commandos and German and Japanese units during World War Two. Players use a variety of unit and weapon types and quickly learn small unit tactics. **Commando Actions** will challenge your ability to persevere, win, and survive.

Commando Actions comes complete with a mounted 12" by 24" gameboard, 325 playing pieces, two game table cards, a game rules book for the introductory game, an advanced rules book containing the optional rules and scenarios, and a pair of dice. Complexity Level: 2 (Basic game) 3 (Advanced game) 4 (Optional rules).

Commando Actions 11.00

GEORGIE AND THE RUSSIANS

Donald Mack

The late General George S. Patton made no secret of his view that the Western Allies would do well to make common cause with the Germans against the advancing Russians, instead of fighting Germany to the bitter end and permitting Russia to share the victor's spoils. *Red Star Falling* postulates that the unexpected alliance has been made, with effect from March 1945; in the east the German armies are joined by their Western Front comrades, soon followed by the Allies, to meet, hold, and then drive back the Soviet advance across Germany. No explanation for the scenario is given, nor is any clue as to the fate of Hitler and his entourage; moreover we must assume that the senior Allied commanders such as Eisenhower and Montgomery are no longer on the scene, supreme command of the Allied/German forces having passed to Patton himself. *Nichts argern, nur wundern.*

Components. The game comes compactly stowed in a 9" x 6" flat box, its cover bearing a portrait of our George, dressed in what appears to be a singularly ill-cut military raincoat and tearing up a Soviet flag in a rather abstracted manner, as though he were pondering some new vision. The components fill most of the smaller-than-average box (if this is Mayfair's usual standard they can't be accused of selling pretty boxes containing mostly local air) and consist of:-

Mapsheet. Rather somberly coloured in green and brown, relieved by blue rivers and a fringe of northern sea, this covers Central Europe from Warsaw to Amsterdam and from the Baltic to Budapest, its features being rough and clear terrain, major cities, railways and main rivers; also marked are setting-up lines for both fronts and for the last German foothold in Italy. I regret to have to report that the rivers go *through* the hexes, just as in the early Avalon Hill games, with the usual damnable anomalies affecting movement and combat.

Counters. These come in three small sheets, in order to fit into the box. The standard unit is the army corps, some being shown as armoured or mechanised, the majority being marching infantry; graphics are fair, their attack-defence-movement factors standing out boldly, the unit symbol less so – by far the clearest and most striking are the Soviet Guards formations with their crisp white detail on maroon ground. The Germans start the game grouped into Eastern, Western and Italian front formations and, as well as being given identification letter-codes, come in three shades of grey, an unnecessary and



confusing differentiation as some of the Germanic base-colours are much like those of some of the Western Allies – but Allied and German units may not stack together! It would have been better design had the German units been of one colour (and that distinct from the Allies) and the briefly-used letter code used alone to distinguish the at-start groupings. The SS corps (yes, SS; read on for special rules) are the near-obligatory white detail on black ground.

Counters which are lacking in the mix are, first, markers to indicate which hexes are clearly used as bases for the air units (I had to improvise) and, second, more markers to indicate units which are out of supply; units out of supply for two consecutive turns are eliminated – if you can remember which ones they are.

Rule Book. Seven pages of rules, one of designer's notes, logically presented, clearly laid out, rapidly comprehended, only three ambiguities. Layout, by the way, uses the system of main paragraphs, numbered and titled, subdivided into lettered sub-paragraphs, a system which answers very well to its purpose. A good piece of work.

Etcetera. Finally comes a separate Turn and Replacement Chart for the fourteen turns (one half-month each, March '45 – Sept. '45), listing the replacement points available to each side on each turn; Terrain Chart appears on the map, CRT and TE chart on the back cover of the rule-book.

The Game-System. The main sequence of a player-turn is move-combat-move; during the second movement-phase (called Mechanised Movement) only armoured and mechanised formations may use their full MF, leg infantry being allowed to move only one hex. Moreover no unit may enter an enemy ZOC during Mech Movement, establishing a sort of force-field round all units on the map. ZOC are rigid and combat is mandatory between units adjacent at the beginning of each combat phase; this struck me as being inappropriate in a game which uses a scale of about 20 miles to the hex, corps-sized units and some 15 days to the turn – especially as units may disengage freely during either movement-phase of a player-turn. Task Force Games' *Warsaw Pact* is on very much the same map-scale and deliberately employs rigid, active ZOC to simulate the intensity of modern mechanised warfare – but *WP's* ZOC are also locking, a proper extension of the system. In the present game I find the approach to ZOC inconsistent, and suspect game-devices rather than simulation; a unit in the embrace of three of the enemy can back gracefully out and attack elsewhere at better odds, leaving the original assailants hitting at the air.

The CRT is a simple one, again reminiscent of Avalon Hill back in the sixties, with a saddle-matrix turning on a single die-roll with no modifiers. Where it differs from earlier examples is in its 'bloodiness'; there are no retreats, results being mainly AX (attacker loses one unit – own choice), DX (defender ditto), BX (both), or No Effect. Only when one of the rare AE or DE results comes up or when there has been an X result against an unstacked unit will a hex be left vacant as a result of combat.

..... And then

What then? I do not know, no more will you".

to modify Byron a little. Whether the situation allows advance after combat is not stated.

Perhaps it was been accidentally omitted? Yes, but the rules seem otherwise complete and well-written; perhaps the omission is intended? It's a pity that this small point hadn't been clarified in the rules, one way or the other. I elected to play the game in the assumption that advance after combat is a deliberate omission; small a difference as it seems, it makes itself felt and leaves the player wondering irritably if this is a bit of non-simulation or just a damned silly oversight.

On the other hand the CRT does not allow soak-off attacks at odds of less than 1-3; they are not permitted and where they have been undertaken through oversight, result in instant elimination of the attacker. Good! One in the eye for the soak-off warriors and something for all designers to emulate.

How Does It Work Out?

The game opens with the Soviet army, consisting mainly of slow-moving infantry corps with only half-a-dozen armoured and mechanised, deployed in eastern Germany, faced by a battered and attenuated German army which is clearly no match for it. Westwards, beyond the Rhine, the rest of the German army, almost equally weakened, faces the Western allies but is not destined to fight them. The Western player controls both Allies and Germans but on Turn 1 only the eastern Germans may move; on Turn 2 the West Front Germans may start to shift eastwards and on 3 the Allies may follow them. At no stage may Germans and Allies ever stack together, although they may participate in joint attacks. The only rule which could be said to give 'period flavour' to the game is that any SS units (all East Front) which get within three hexes of an Allied unit are disbanded, i.e. removed from play; the astute Western player gets round this by making sure that all SS corps open the ball in Austria or Hungary, well to the south and thus unlikely to come too close to any Allied unit – a useful game-play but hardly a reflection of reality.

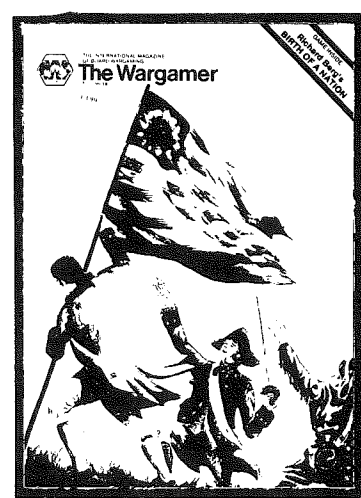
The Victory conditions lay down that the game ends immediately any Russian unit enters a hex of the Ruhr conurbation or any Allied unit enters Warsaw, both of which events seem unlikely to occur, given two reasonably competent players. Failing this, the game continues for 14 turns and the number of cities now held by each player is checked. He who holds 23 or more has gained a decisive victory; 19 to 22 brings marginal victory (nothing in between, it seems) and if neither side has made even 19 the result is a draw.

At first sight it seems that the Soviet Army will fall upon the weakened Germans and devour them, then slap its paunch and lumber on to deal with the Western Germans and Patton's forces as they arrive piecemeal, some by (limited) rail movement and others across country. Not so. By sacrificing two or three weak units per turn and by deploying his main force to present a line of continuous – and unenterable – ZOC during the Soviet Mech Movement phase, the Western player can block follow-up and fall back faster than his opponent can pursue. This will necessitate the evacuation of Berlin, to say nothing of hundreds of square miles of German territory, but there are no national or political restraints. The damnable river rules will hamper both sides as even to move along a river (e.g. up the Danube valley) is to incur the movement penalty in every riverine hex, but the Soviet player will find that his 3-MF infantry corps are forced down to a

crawl. Somewhere east of Berlin the German and Western armies will coagulate into a firm line of units stacked, mainly three-high, in adjacent hexes and the game will continue for as long as the Soviet player is content to keep up the shoving-match before resigning. The game-system is, I regret to have to say, uninspired, the game lacks atmosphere and, provided the Western player plays it as a game and *not* as a simulation (i.e. give up Berlin and fall back) the conflict will bog down in a slugfest in Central Germany, a slugfest in which the Soviet player will not achieve breakthrough and will eventually be forced to fall back step by step or attack at insufficient odds. Moreover once the Western player has reached the line Stettin-Prague-Vienna he has gained his decisive victory and need not advance another hex; as the Soviets will be unlikely to push him back the game will probably be called off at that point.

Of the Russians the Designer's Notes say, 'Indeed, their only real chance of victory is to capture all of Central Europe and attempt to hold it at the Rhine ...'. Well, they have about five turns out of fourteen in which to do this, the Western player then having the remaining nine to redress the balance. Moreover I cannot see the Soviet player getting even halfway across the map before being halted by his combining enemies, provided that the Western player does not attempt to commit the East Front Germans to a desperate defence of their *heimatland* and to the protection of Brunhilde and little Hansel and Gretel. Quite how that part of the notes ever came to be written, I can't fathom.

Red Star Falling is a competently designed conflict game which, sixteen or twenty years ago, would probably have caused quite a stir of interest. But today it is very much a game, not a simulation, based upon a doubtful premise, lacking in flavour, having questionable rulings and mechanics, and very much behind in what is called 'state of the art'. This is the first Mayfair game which I have tried; the design of the Soviet Guards units and the competent layout and presentation of the rules show that the company have potential but, *assessed on this one game*, they seem to lack flair.



Birth of a Nation is Richard Berg's game of the battle of Saratoga. Described by *F & M* as "a brilliantly conceived rendition of the tactical combat of the period", *BOAN* is available in ziploc, from 3W for \$7.95.

MAIL CALL

Wallace,

I would like to thank you for the opportunity to reply to Jim Hind's review of Mayfair's War in the Falklands game. To begin, I appreciated his observations on the British Press condemning before they had looked. I found it interesting that he spent several hundred words decrying the quality of the coverage and then lead off the next paragraph with the colorful, if less than professional phrase, "load of crap."

As a serious designer I really am interested in any real reviews of products. They are a valuable source of feedback (both good and bad) on what to do in the next game. In that sense a bad review is even better than a vague, but positive review. I was rather disappointed in Mr. Hind's remarks as there was little specific criticism and a strong indication he was reacting to the topic and the presence of the game rather than the game itself.

As the author of several dozen reviews for American hobby magazines I realize there is always the urge to reflect your personal opinions in your analysis of the quality of a game. This had to be a major concern in a review which was written (according to what you told me at HIA) before the fighting had just ended. I don't mind being castigated for poor judgment on a subject. (I wrote an embarrassingly viscous review for a "game" containing a fair degree of tasteless pornography based on High Schools at about the same time.) I do wish Jim had separated his criticism and obvious dislike of the topic from what is billed as a technical review of the game itself.

There was in the last few inches of the "review" a list of topics he felt weren't covered, a criticism of the game's lack of detail, and an observation on a lack of needed strategy. Addressing these in order I will begin with a few of the list of lacks and how they were included directly or indirectly. The first major one is missiles. These are covered by both a special missile phase (S/A, S/S, and A/S) at the beginning of each combat. This reflects the greater range of missiles over guns or bombs. Only ships and aircraft so armed are able to fire during this phase of combat. The next is the hazards of being on radar picket. In the game any ship alone in a sea area is terribly vulnerable and most likely doomed to be sunk by Argentine aircraft. The need for controlling sea areas was specifically designed to create the same problem as faced the Admiralty in monitoring a large section of ocean. Another major topic was the use of Sea Kings and Chinooks to ferry supplies. This is actually covered in two ways. Firstly, if this isn't taken into account, every British soldier would be out of supply virtually from when they land. Secondly these valuable transports were covered in a rule allowing the movement of infantry counters from one island to another. This reflected not only the mobility helicopters supplied the actual combat troops, but also the flexibility their logistical support provides.

A major concern is the vulnerability of the aluminum structures on the ships. This is simply reflected in the potential effectiveness of the attacks made on these vessels. The sturdier ships were often given a second set of "flips" or assigned higher values when flipped to reflect their greater staying power. So it goes. Yes, it is true every minor detail is not specifically covered and described in the rules. It was never the intention to create a monster game with the high level of complexity this would require. It was felt to be more important to reflect the strategic and grand tactical concerns, (i.e. why were those Sheffield class ships placed in such precarious situations).

This leads to the second criticism, the game's lack of detail. This was never meant to be and was never billed as a detailed game. It was meant to simulate the decisions the overall commanders had to face on both sides and also to point out how the position of the British navy was a lot more challenging than most casual observers supposed.

The third and only other real criticism of the game itself in the "review" was to say there is no need for

strategy. All there is to playing is pushing piles of counters forward. This overlooks victory conditions involving controlling the island and the sea around it, the concern with the ranges of aircraft, and the varying combat values of the ships in the two fleets. I am not sure whether it is more generous to suggest the reviewer either didn't play the game before writing the review or is really that inept at strategy and tactics. From the emotional tone of the article and the phrases used, I suspect the former.

I was somewhat curious at the comment the game design was in development before the crisis. I can assure everyone our intelligence network or ability to guess the next crisis area is no better than those of our governments. Actually the design for a North Atlantic naval game was progressing and of course many of the ships in the British fleet were the same. This gave us a headstart on the system, but mostly we just didn't sleep, or do anything else, until the game was done.

Please continue to review, and criticize as needed, all Mayfair games. A little less emphasis on the personal slurs and side comments would be appreciated, but Mark Twain once commented about being tarred, feathered and ridden out of town, "If it wasn't for the honor of the whole town attending I would as soon have passed up the ceremony." Good luck going monthly and with your new locations.

Bill Fawcett, Mayfair Games

Dear Mr. Poulter,

I was quite surprised/shocked to see my name and telephone number appear in issue #23, together with a statement that I was filing a class action suit. Such

a statement is premature and unfounded. I did examine the feasibility of such action but the cost would be prohibitive.

Assuming one could obtain a list of SPI subscribers, (presumably through court action), a reasonable effort would have to be made to contact them. Further assuming approximately 15,000 subscribers, the initial mailing in postage alone would run \$3,000. Since the average subscriber lost less than \$150, the expense is too great.

New rules for Federal Class Action Suit's are a lengthy and expensive procedure. I would estimate a 'war chest' of \$25,000, just to begin. The bankruptcy litigation is continuing in New Jersey. Many people have filed with the court. Until the administrative process runs its course, I feel any other action is premature.

Some people feel TSR deserve a fair chance in the SPI matter; to do otherwise would be a disservice to the hobby. I personally feel that TSR has done nothing to justify such treatment and that if the hobby cannot survive without TSR, the hobby does not need to survive.

I plan to keep tabs on this but would appreciate anyone wishing to contact me, to write to my home rather than call my office: 4008 Patricia St., Annandale, VA 22003.

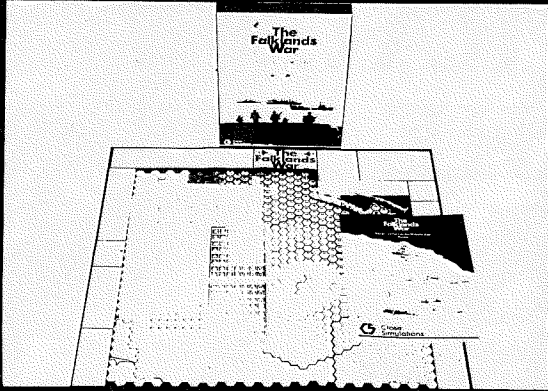
Also please give me a telephone number in your letter. Thank you.

Sincerely,

M. Evan Brooks

Sorry Evan. The information was published in good faith, but we should have double-checked. Ed.

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THE HISTORY PEOPLE

RACE TO THE MEUSE

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Also forthcoming in future issues of *The Wargamer*. Port Stanley; Reconquest of the Falklands; Unconditional Surrender; Lvov Gap; March or Die; The Fightin' Kentuckians; Boudicca's Revenge; Demyansk.